BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

DARKSIDERS™

COVERS XBOX 360® AND SONY PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM

Doug Walsh

DARKSIDERS™

introduction 2
bringers of the apocalypse 4
basics of war 10

walkthrough

Prologue 30
The Crossroads 36
Scalding Gallow 48
Choking Grounds 54
The Broken Stair 62
Twilight Cathedral 68
Drowned Pass 88
Anvil's Ford 96
The Hollows 104
Dry Road 118
The Ashlands 126
Iron Canopy 146
The Black Throne 162
Eden 182
The Destroyer 188
forces of heaven and hell 204
collectibles 230
achievements & trophies 240

INTRODUCTION

The End of Days has finally arrived…but it has occurred prematurely. You are War, the first of the Four Horsemen of the Apocalypse. Blamed for breaking the ancient rules and bringing on the Apocalypse early, you have returned to earth to find the true culprit. Armed with a divine blade, you will battle the forces of Heaven and Hell on a quest for both vengeance and honor. As you roam the wasteland that once was Earth, demons, angels, and fierce, mythical creatures will all stand in your path in pursuit of learning the true cause of the Apocalypse.

About This Guide

Darksiders is a game heavy on combat, exploration, and puzzle solving. It is a game that unveils its complexities to the player at a calculated pace, gradually adding to the range of possibilities one layer at a time. Have no doubt that the War sent back to Earth at the start of the game is but a mere shell of the warrior he will become. Know too that the limited array of abilities and gear he possesses at the outset indeed pales compared to the collection he will eventually master. That is, *if* you have this strategy guide by your side.

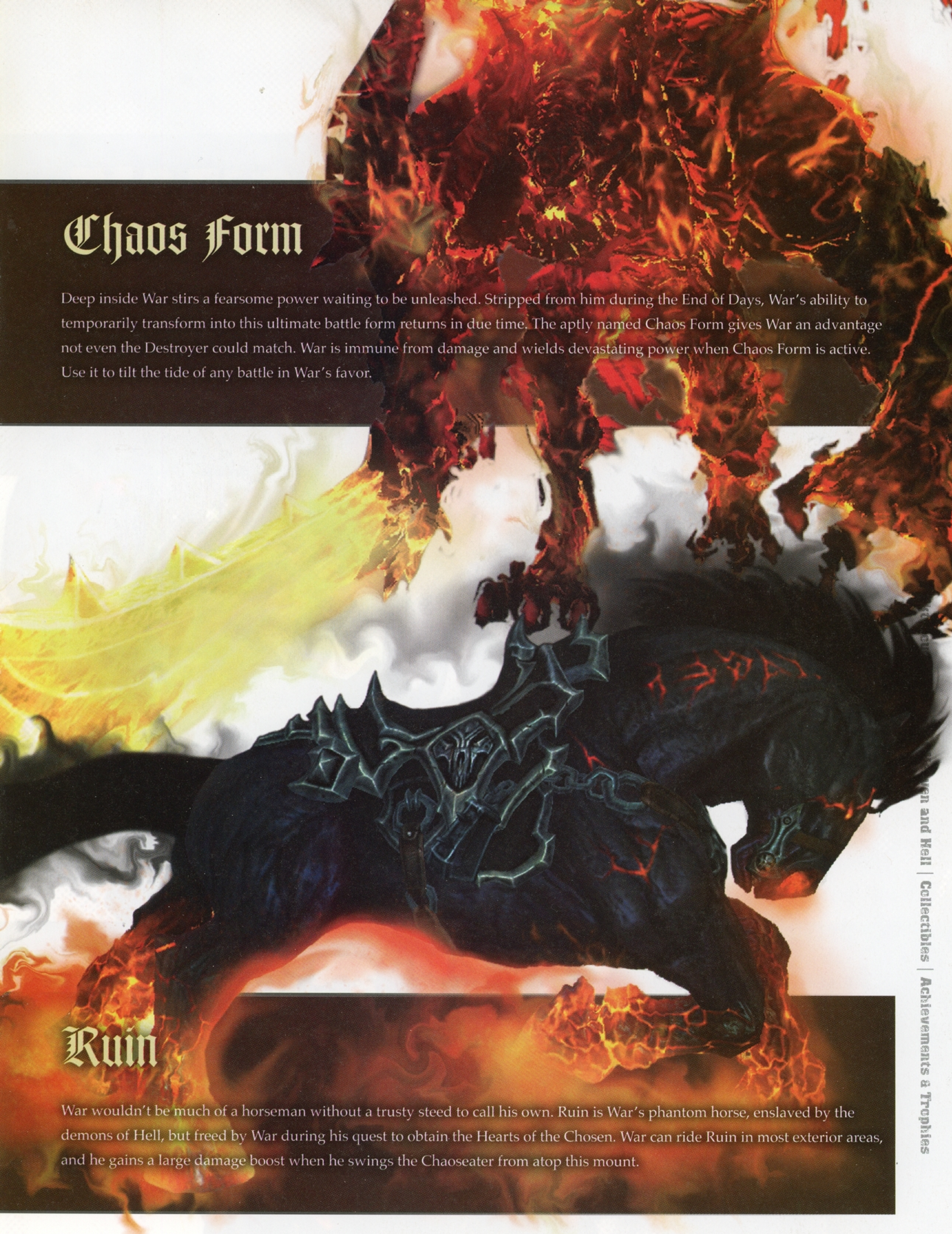
This book is the ultimate weapon in the fight against the forces of Heaven and Hell. The pages contained herein are packed with solutions to every puzzle, maps that detail the hundreds of caskets and Artifacts, and battle tactics guaranteed to help you conquer even the most diabolical of Hell spawn! Tactics for every enemy and boss are included, as well as strategies to maximize each and every Wrath Power, weapon enhancement, and attack move available to War. And if that isn't enough, the Achievements and Trophies chapter contains proven tips and tricks for unlocking every bonus in the game.

Don't leave War's fate in the hands of the Charred Council. Arm yourself with this book and let justice prevail!

Bringers of the APOCALYPSE

WAR

The first horseman of the apocalypse, War has been framed for the premature arrival of Armageddon and the annihilation of mankind. The falsely accused rider returns to a demon-infested Earth with his epic blade the Chaoseater in hand, in search of an answer that will ultimately allow him to restore the balance between Heaven and Hell. War will be confronted by powerful remnants of Heaven's army and endlessly pursued by tortured Hell-spawn in his quest. However, War will stop at nothing to reach The Destroyer and claim vengeance.

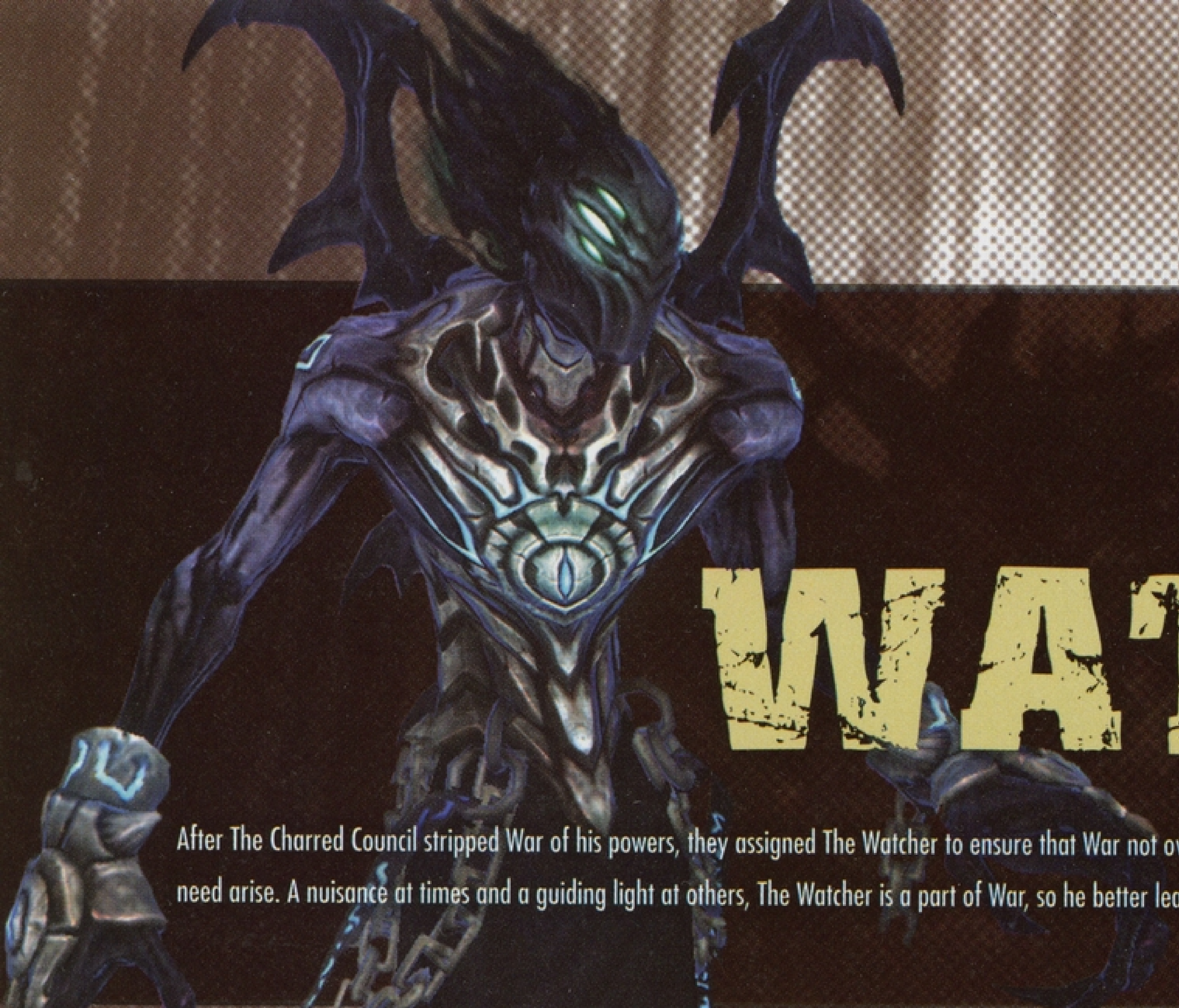


Chaos Form

Deep inside War stirs a fearsome power waiting to be unleashed. Stripped from him during the End of Days, War's ability to temporarily transform into this ultimate battle form returns in due time. The aptly named Chaos Form gives War an advantage not even the Destroyer could match. War is immune from damage and wields devastating power when Chaos Form is active. Use it to tilt the tide of any battle in War's favor.

Ruin

War wouldn't be much of a horseman without a trusty steed to call his own. Ruin is War's phantom horse, enslaved by the demons of Hell, but freed by War during his quest to obtain the Hearts of the Chosen. War can ride Ruin in most exterior areas, and he gains a large damage boost when he swings the Chaoseater from atop this mount.



THE WATCHER

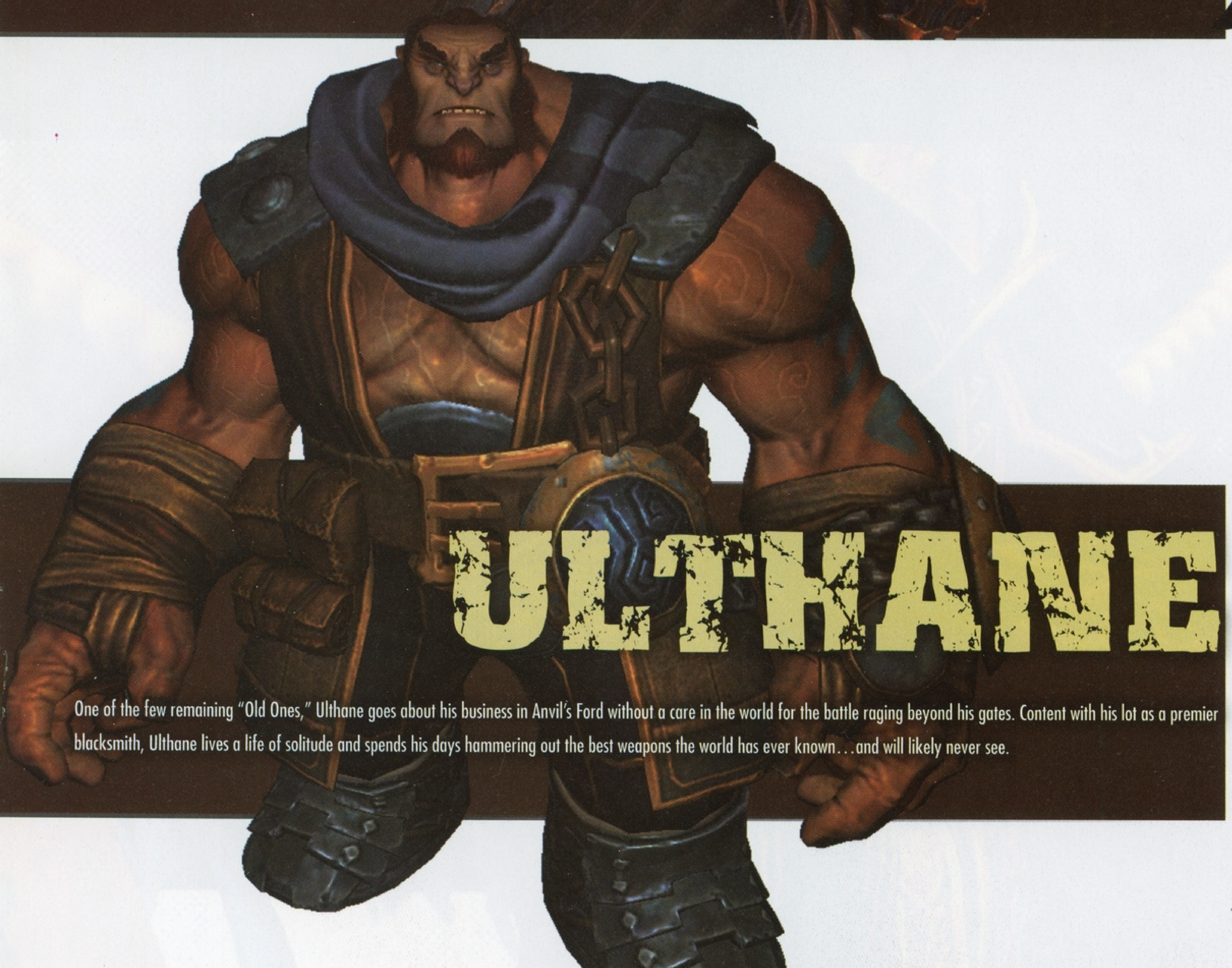
After The Charred Council stripped War of his powers, they assigned The Watcher to ensure that War not overstep his bounds. The Watcher is given authority to end War's life should the need arise. A nuisance at times and a guiding light at others, The Watcher is a part of War, so he better learn to live with him.

VULGRIM

The unscrupulous demon known as Vulgrim is neither friend nor foe to War. He is a peddler of upgrades, consumables, and abilities, and he's no more than an unpleasant necessity to those who seek his business. Vulgrim seeks the souls of the dead—he accepts no other currency—and he'll trade anything to get them. That is, if the price is right.

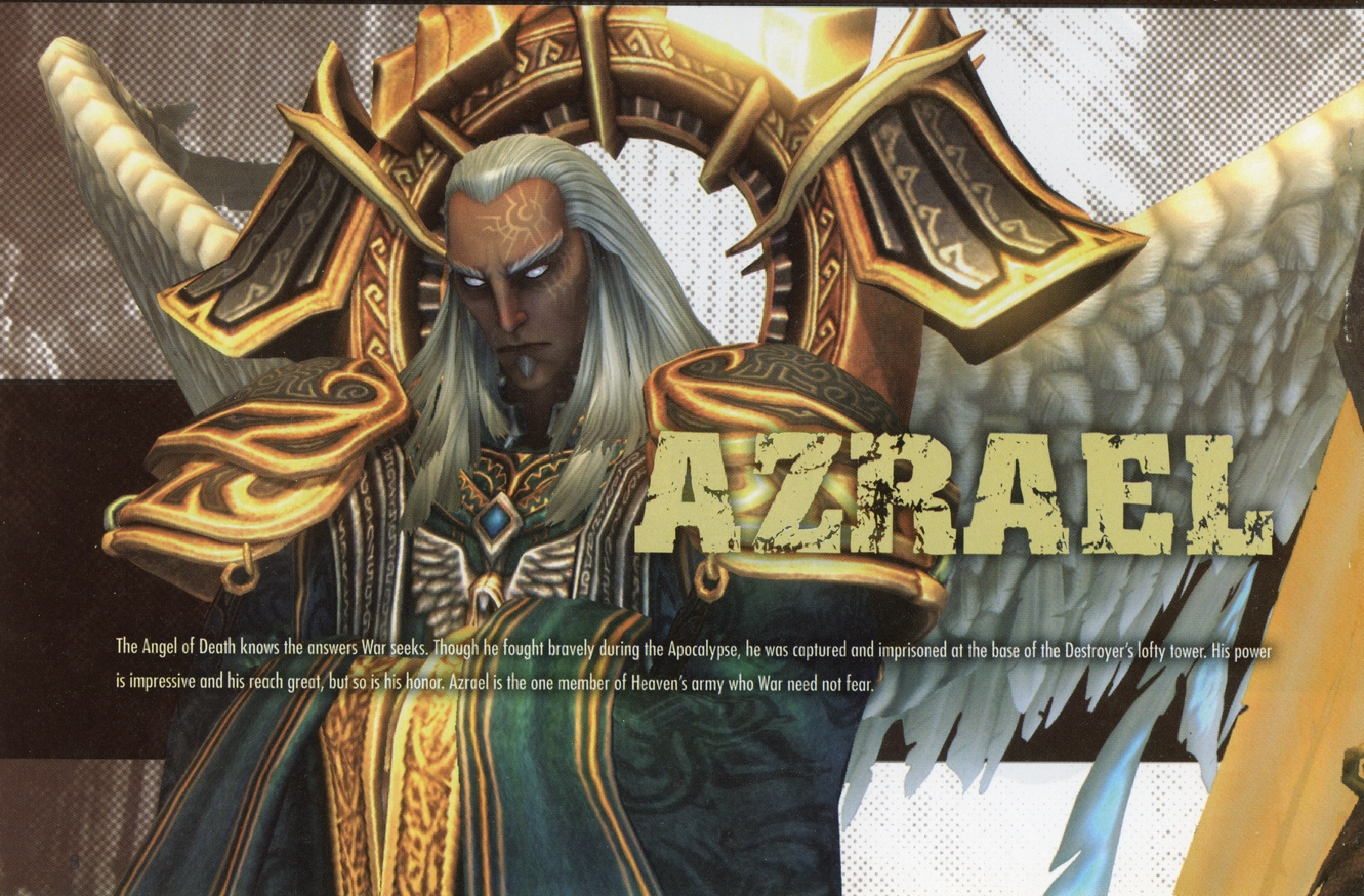
SAMAEL

Once a mighty and greatly feared demon, the grotesque Samael now lives imprisoned after attempting to rise against the Destroyer. War must seek the aid of Samael if he hopes to ultimately face his dark nemesis.



ULTHANE

One of the few remaining "Old Ones," Ulthane goes about his business in Anvil's Fard without a care in the world for the battle raging beyond his gates. Content with his lot as a premier blacksmith, Ulthane lives a life of solitude and spends his days hammering out the best weapons the world has ever known…and will likely never see.



AZRAEL

The Angel of Death knows the answers War seeks. Though he fought bravely during the Apocalypse, he was captured and imprisoned at the base of the Destroyer's lofty tower. His power is impressive and his reach great, but so is his honor. Azrael is the one member of Heaven's army who War need not fear.

ABADDON

Abaddon responded to the Apocalypse by leading Heaven's charge against Hell's forces to keep them from destroying Earth. However, Straga cut down Abaddon. His death dealt a severe blow to the army from Heaven and left the remaining Angels searching for revenge.

URIEL

The archangel left to lead what's left of the Hellguard Army wears her thirst for revenge on her sleeve. She'll stop at nothing to bury her sword in War's chest. Uriel's relationship with Abaddon was more than just professional, and nobody in Heaven was affected more by his passing than she.

basics of WAR

War has an ever-growing array of capabilities and equipment at his disposal. Though he starts out stripped of the powers one might expect from one of the Four Horsemen of the Apocalypse, it's only a matter of time before he realizes his potential. Some of these are strictly used in battle, while others increase his ability to explore the environment and locate hidden treasure. This chapter contains everything you need to know to get the most out of War and the myriad abilities and gear that await his discovery.

Getting Started

A Word About Difficulty

When you begin a new game, the first thing to do is select your difficulty level. The strategy in this guide is based on Normal difficulty, and we recommend this level as the starting point for most players. If you find this setting too difficult and cannot get past Twilight Cathedral's enemies, then consider starting over on Easy mode. The enemies are much easier to kill in Easy mode, and they inflict far less damage. Apocalyptic mode is the opposite—enemies are much tougher to defeat, and each of their attacks delivers greater damage to War. We recommend attempting Apocalyptic mode only after completing the game on Normal.

Darksiders is an action-adventure game in the truest sense. As War, you slay countless enemies during your quest to clear your name, but you also spend a great deal of time seeking out new abilities and using them to reach new areas. As War's abilities increase, so does his capacity to access new locations, even within areas he has already visited. Before you think about advanced capabilities that lie in store, it's important to understand the basics. This section discusses the fundamental aspects of game play.

Read the User Manual

This chapter is intended as a *supplement* to the manual that comes with the game, not a *replacement* for it. We avoid rehashing content that's already in the user manual, except when it's necessary for explaining other concepts. The discussions in this chapter assume that you have read and understand the user manual.

Controls

Because *Darksiders* is available on both the Xbox 360 and PlayStation 3, we refer to specific controller commands by the name of the action rather than the name of a particular button. The following table lists the button names that we use and the controller button to which they correspond. Please refer to the user's manual that came with your game for a complete listing of individual commands for your console.

BASIC COMMANDS

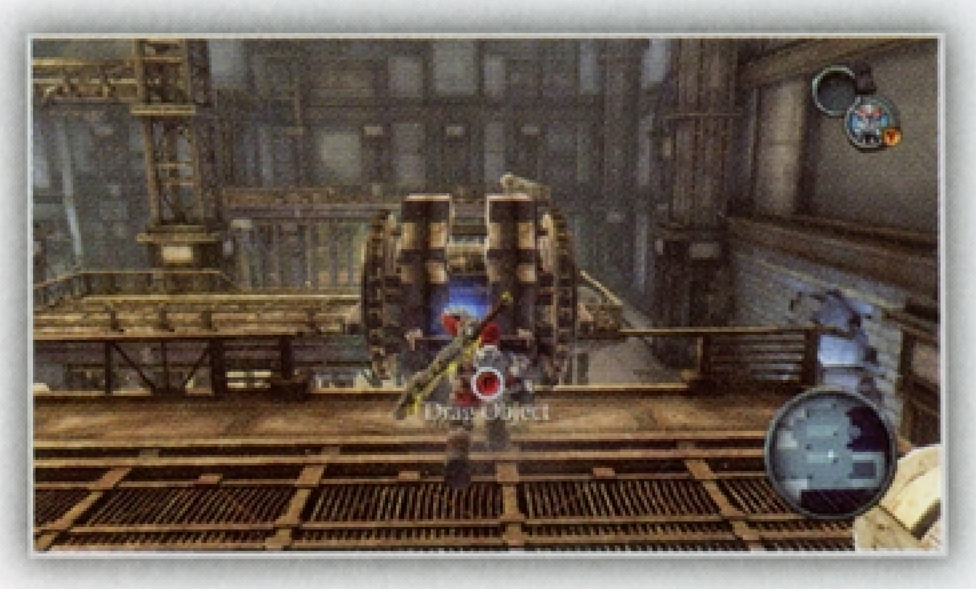
ACTION	XBOX 360 CONTROLS	PS3 CONTROLS
Movement	L	Left Stick
Camera	R	Right Stick
Aim Mode	Click the R	R3 Button
Jump	Ⓐ Button	⊗ Button
Action/Interact	Ⓑ Button	◉ Button
Sword Attack	Ⓧ Button	⊗ Button
Secondary Attack	Ⓨ Button	▣ Button
Focus on Enemy	LT (Hold)	L2 (Hold)
Use Gear	RT	R2 Button
Wrath Powers	LB (Hold)	L1 Button (Hold)
Block	RB	R1 Button
Dash	LB + L	L1 + Left Stick
Select Gear	✚ (Up, Left, or Right)	D-Pad (Up, Left, or Right)
Secondary Weapon Toggle	✚ (Down)	D-Pad (Down)
Chronicle/Map	BACK Button	SELECT Button
Summon Watcher	BACK Button (Hold)	SELECT (Hold)
Pause/Inventory	START	►

OTHER CONTROLS

Swimming: When you're underwater, use the Action button to Descend, the Jump button to Ascend, and the Dash button to swim faster. You can hold your breath for an indefinite period, so there's no need to worry about drowning.

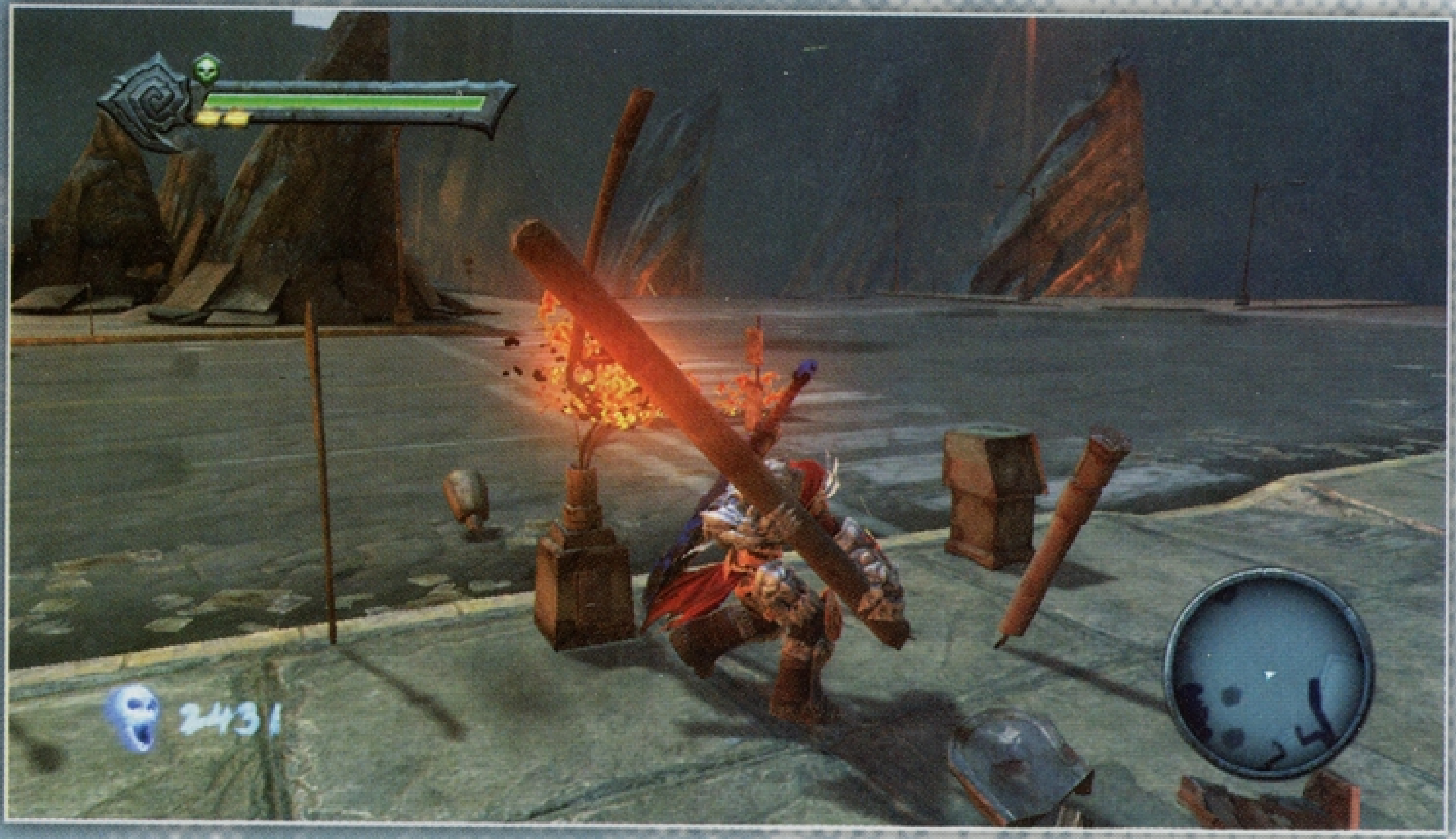
Double Jump: Press the Jump button a second time after leaping into the air to perform a double jump. You must first leap to double jump—you cannot jump while falling if you did not first jump.

Climbing: You can climb along ledges, pipes, cables, and Demonic Growth. Simply jump onto the object or surface you want to climb, and then use the movement controls, whether via a hand-over-hand traversal or by climbing on Demonic Growth. While you're climbing, you can use your sword to slash at enemies, and you can leap and dash.



Dragging Objects: Press and hold the Action button while standing next to an object that can be dragged. These objects are identified by a small, white spot that glows where you can grab them. While you hold the Action button, use the Movement Controls to push or drag the object.

Objects as Weapons: Press the Action button to grab an object, such as a vehicle or lamppost. Press the Sword Attack button to swing the item as a melee weapon, or press the Use Gear button to throw it. Focus on an enemy rather than blindly throwing it!



Life and Wrath

LIFESTONES

The lengthy green bar in the screen's top left corner is the health meter. This meter represents your available health and, as you might expect, you die when this meter fully depletes, provided you don't have any remaining Lifestones. The skull-like icons above the health meter are Lifestones. Each represents another full health meter—the Lifestone turns gray as it refills a health meter that has depleted due to enemy attacks or other damage. There are several ways to earn additional Lifestones:

- Find Lifestone Shards in caskets. Four Lifestone Shards assemble to form one new Lifestone.
- Receive Lifestones as rewards for defeating boss enemies.
- Earn Lifestone Shards in exchange for finding complete sets of Artifacts.
- Locate Lifestones in the environment. Although very rare, you may find the occasional complete Lifestone in a casket.

Restoring Health

You can replenish the health meter and empty Lifestones by absorbing green Life Souls. The most common source of Life Souls is caskets, but you can gain Life Souls by killing crows and by performing Instant Kills on fodder-type enemies. It's also possible to buy Life Essence items that can be consumed to replenish lost health.

WRATH CORES

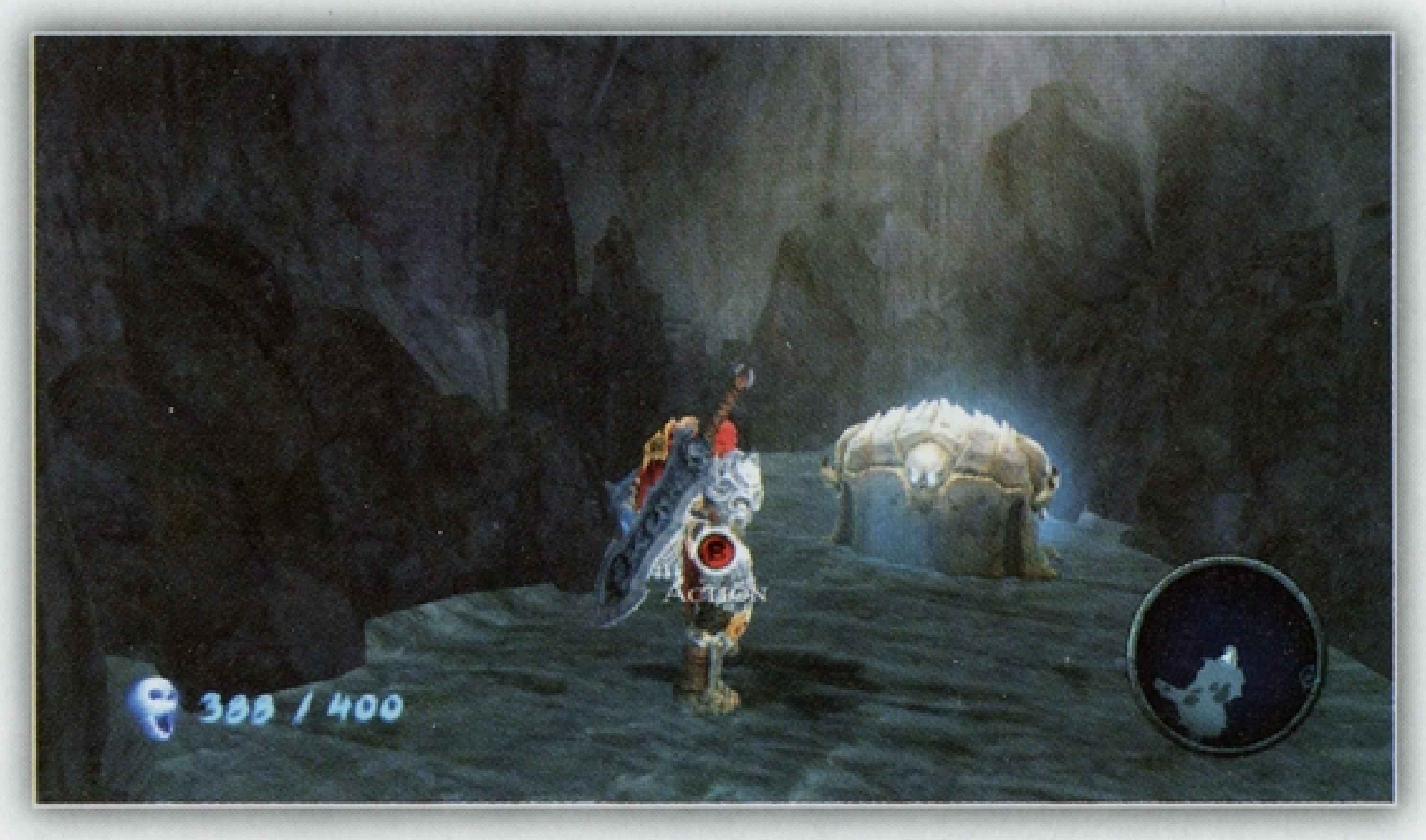
The yellow rectangles just below the health meter are known as Wrath Cores. The energy contained within these blocks powers your Wrath Abilities. When activated, some Wrath Abilities consume entire blocks, while others slowly deplete your available Wrath for as long as they remain active. Refill Wrath Cores by absorbing yellow Wrath Souls and by using restorative items, such as Rage and Greater Rage. Most enemies yield Wrath Souls when you kill them with an Instant Kill finishing move. You can earn additional Wrath Cores in the following ways:

- Find Wrath Shards in caskets. Four Wrath Shards assemble to form a complete Wrath Core.
- Purchase up to one Wrath Shard and one complete Wrath Core from Vulgrim in exchange for Souls.
- Receive a Wrath Core in return for finding the Overlord Artifact.
- Locate a complete Wrath Core in a casket. It is a very rare discovery, but it is not impossible.

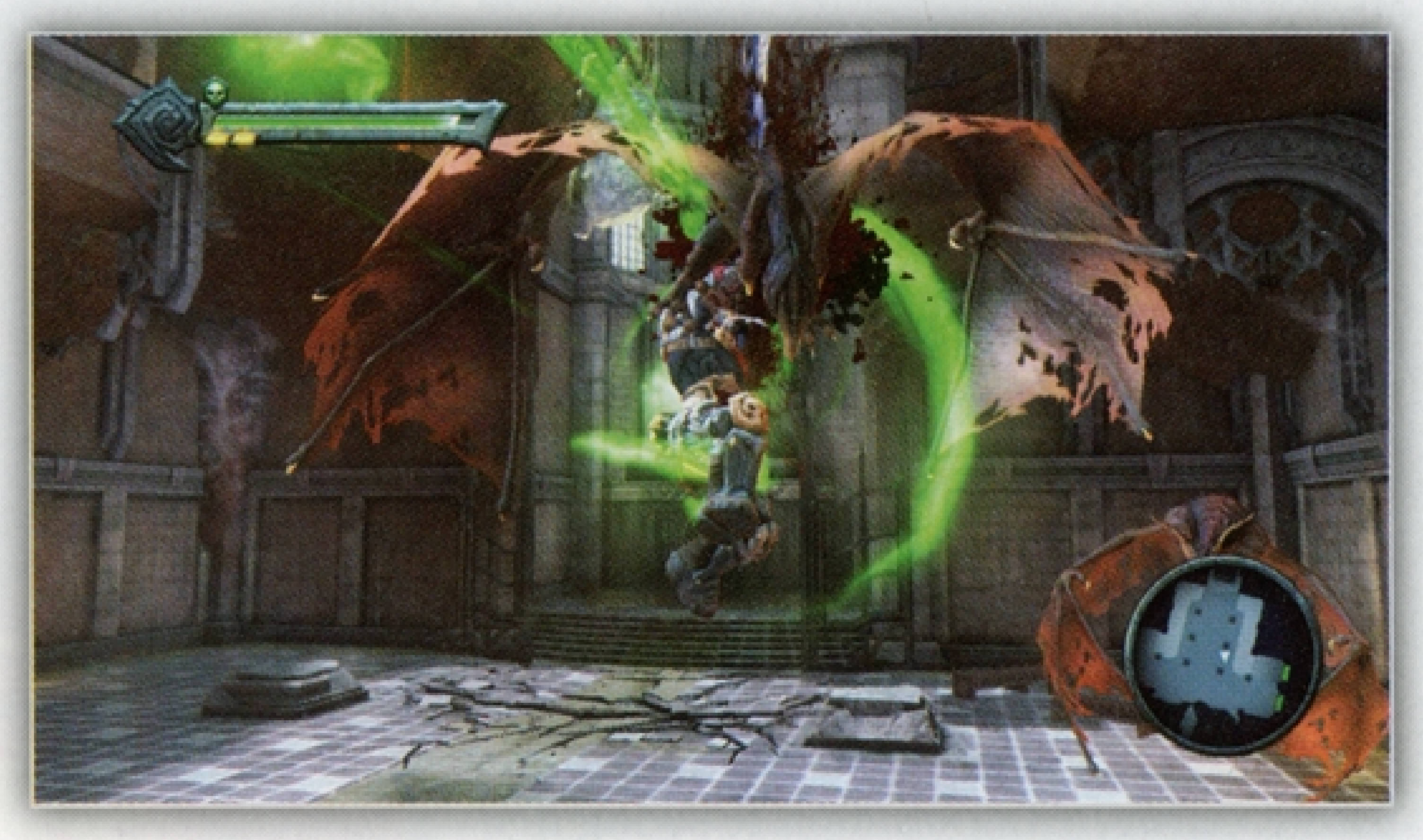
Souls

The End of Days has come, and the entire human race has perished. This has left untold numbers of Souls encased in caskets, objects, and consumed by all sorts of unearthly creatures. During your adventure, you free tens of thousands of Souls by opening caskets, slaying thousands of enemies, and by destroying what little remains of the human world. Souls come in three colors, and each is used for a different purpose.

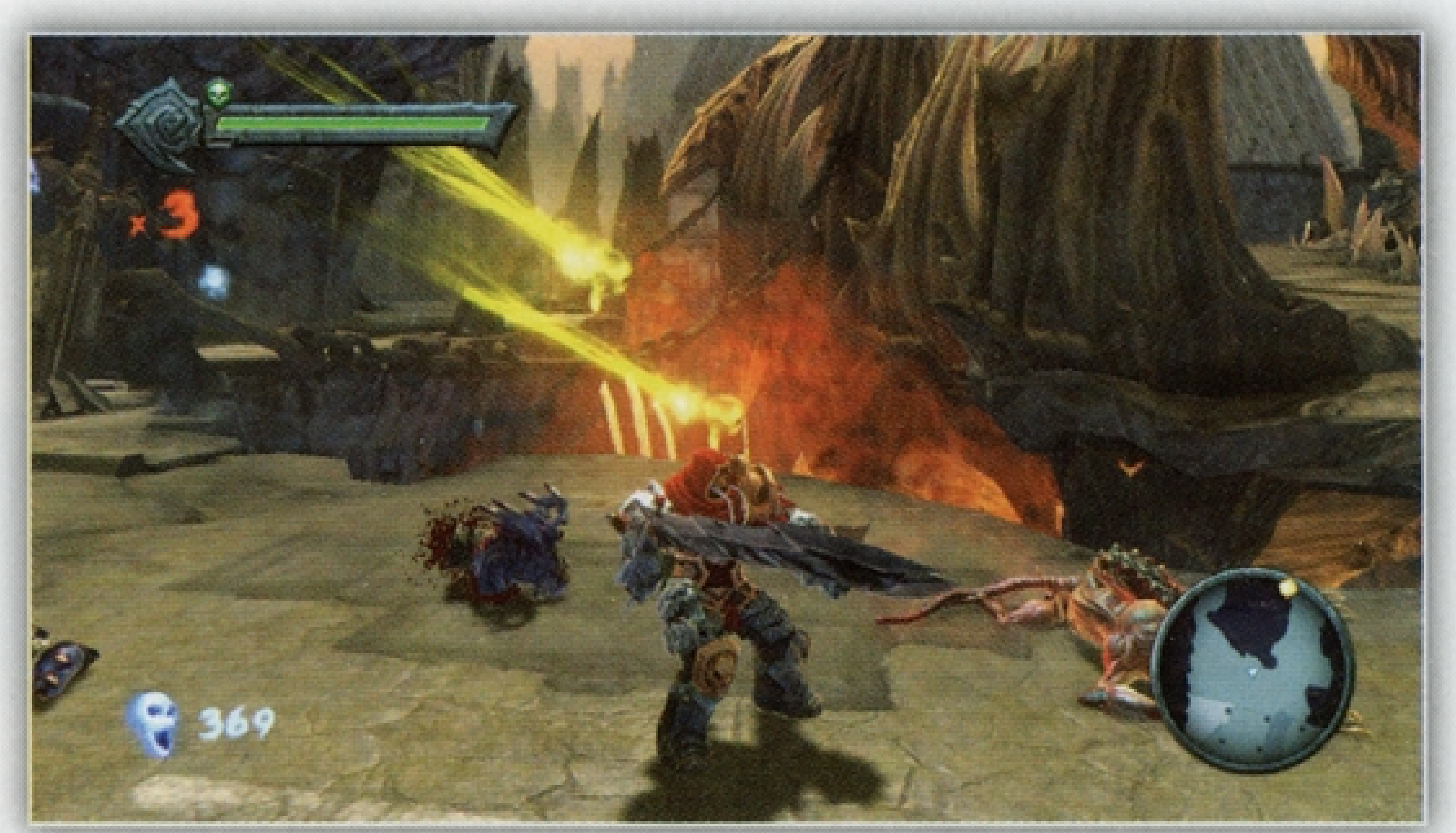
Currency Souls: These blue Souls are the most common form. Caskets yield hundreds at a time, and nearly every object you smash yields a few more. Most enemies you defeat also relinquish several of these Souls. Use these blue Souls as currency, trading them to Vulgrim in exchange for items, abilities, and upgrades.



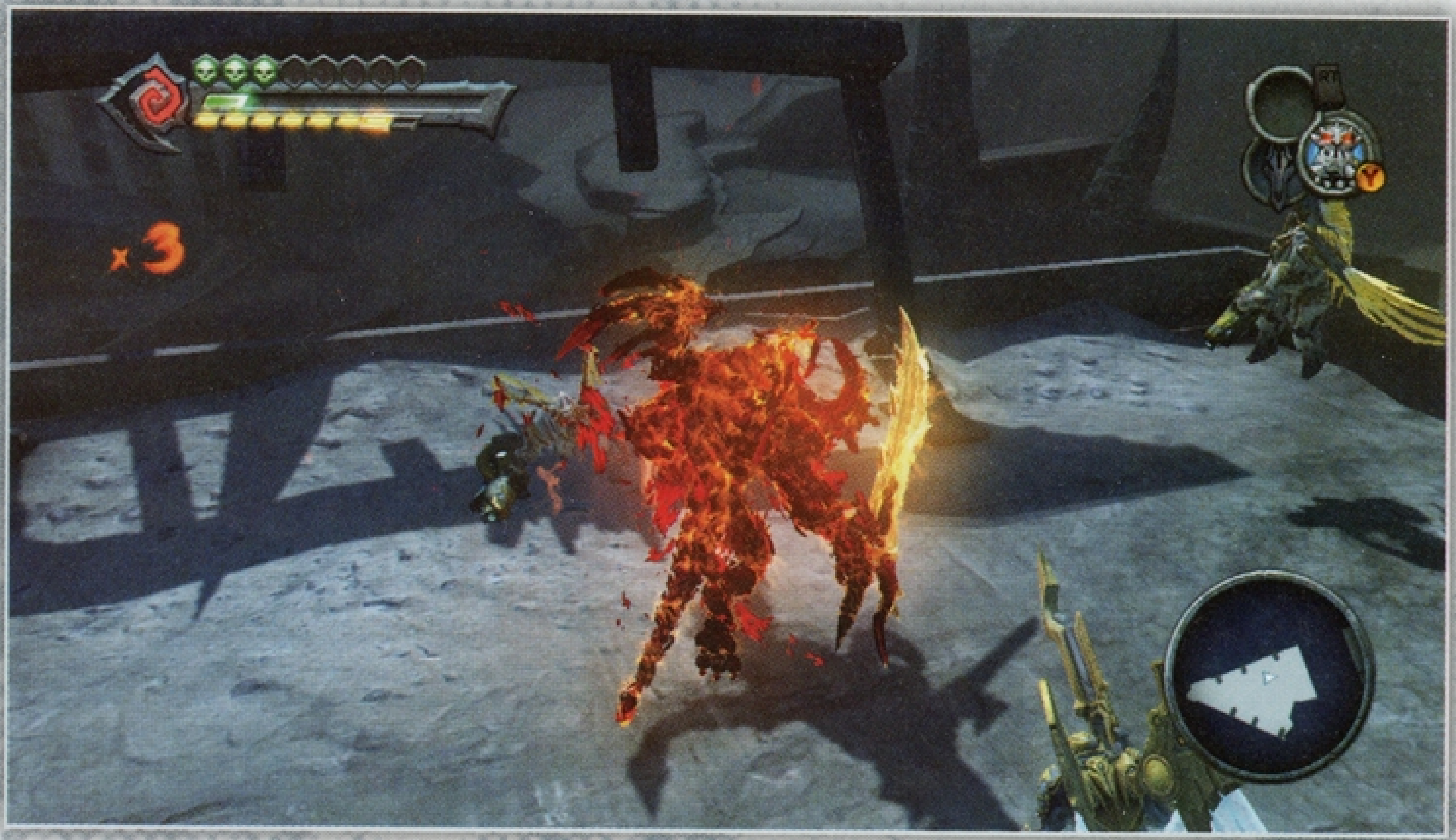
Life Souls: These green Souls instantly replenish lost health when you find them. Depending on how many of these Souls you come across, you might replenish a small portion of the health meter or as much as several Lifestones! Life Souls are commonly found in green-glowing caskets. You can also obtain them by using the Instant Kill technique to kill low-level enemies, such as Duskwings and Locusts.

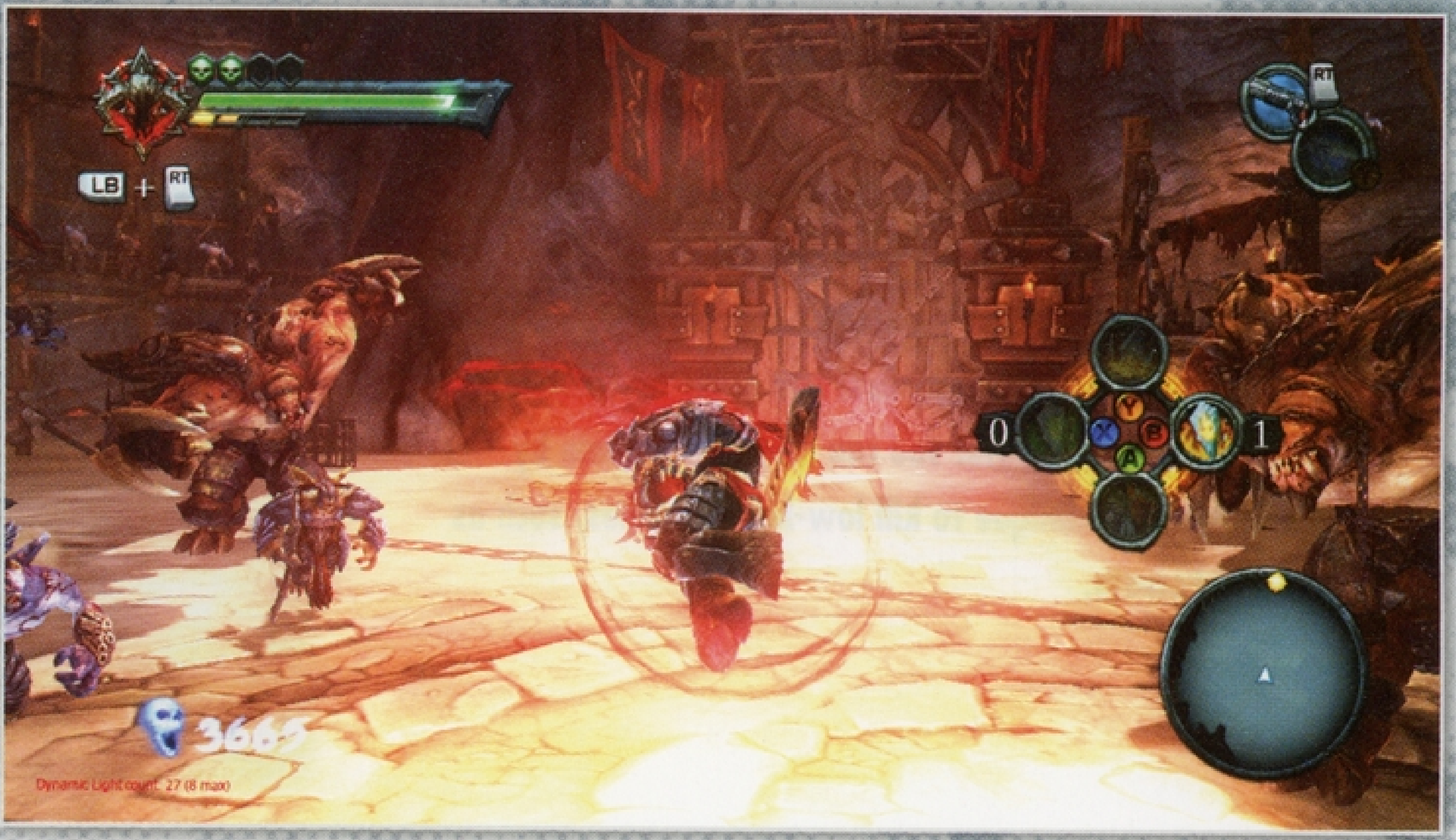


Wrath Souls: You instantly absorb the yellow Souls that escape caskets and enemies to replenish your Wrath Cores. As with Life Souls, Wrath Souls are not used as currency, but rather as a way of restoring your special Wrath power. The most reliable way to acquire Wrath Souls is to defeat an enemy with an Instant Kill attack, as this technique almost always releases multiple yellow Souls.



Chaos Form





The third and final meter in the screen's top left corner is the Chaos Meter (not available at the start of a game). The red spiral gradually fills as you use the Chaoseater to fight enemies. The spiral takes the form of a demon and pulses red once the meter is full. This indicates that you can unleash War's Chaos Form, an incredibly powerful version of War that's immune to damage and can cut through most any enemy with just one or two slices.

Chaos Form lasts but a few short seconds, and you must use it sparingly. It's your secret weapon to deal with enemies that might otherwise be too big for you to handle or too numerous to outlast. You move very slowly in Chaos Form, so make sure you are close to your enemies when you trigger it (Wrath Power + Use Gear buttons). Press the Sword Attack button to make your Chaos Form swing its fiery sword in a horizontal slashing motion, or press the Secondary Attack button to swing it in a downward overhand motion.

Thrust Into Combat

You can't reach the Destroyer without spilling a lot of blood along the way. Though your Chaoseater sword may seem impressive at first, you must master multiple weapons, enhancements, and several Wrath Powers in order to reach your goal. This section details each weapon's strength and weakness, the attacks you can perform with them, and the weapon enhancements to find. Most of the casualties you accrue come via the Chaoseater sword, but you ultimately acquire additional weapons, including the Scythe and Tremor Gauntlet. These weapons level up, becoming increasingly powerful the more you use them. You can improve each weapon to a level-four maximum. Each weapon features a number of potential attack moves, though you don't have to purchase some of these attacks from Vulgrim.

Look For Combat!

Don't shy away from combat early in the game. It's important to fight as many enemies as possible to level up the Chaoseater quickly. You'll no doubt want to experiment with the other weapons later in the game, so try to level up the Chaoseater early.

Chaoseater

WAR'S LEGENDARY BLADE. LIKE WAR, IT IS ALSO STRIPPED OF ITS FORMER STRENGTH AND POWERS.

The Chaoseater is your principal weapon and will likely be your go-to weapon for most battles. It packs considerable power and range, and you can swing it with surprising speed. You eventually acquire a surprising number of attacks and combination moves to fit any situation. The downside to using the Chaoseater is that you can leave your blind side defenseless. It also lacks a truly powerful 360-degree attack.

STANDARD MOVES

ATTACK	XBOX 360	PS3
Forehand Strike	Ⓧ	▣
Backhand Strike	Ⓧ, Ⓧ	▣, ▣
Double Slash	Ⓧ, Ⓧ, Ⓧ	▣, ▣, ▣
Reverse Backhand Strike	Ⓧ, Ⓧ, Ⓧ, Ⓧ	▣, ▣, ▣, ▣
Whirl Wind Combo	Ⓧ (Pause) Ⓧ	▣ (Pause) ▣
Tornado Slash	Ⓧ, Ⓧ (Pause) Ⓧ	▣, ▣ (Pause) ▣
Dragon's Breath	Ⓧ, Ⓧ, Ⓧ (Pause) Ⓧ	▣, ▣, ▣ (Pause) ▣

180 MOVES

ATTACK	XBOX 360	PS3
180 Orbit Slash	Opposite of Facing Ⓛ + Ⓧ	Opposite of Facing LS + ▣
Backside Slash	Ⓧ, Opposite of Facing Ⓛ + Ⓧ	▣, Opposite of Facing LS + ▣
180 Double Spin Slash	Ⓧ, Ⓧ, Opposite of Facing Ⓛ + Ⓧ	▣, ▣, Opposite of Facing LS + ▣

GROUND MOVES

ATTACK	XBOX 360	PS3
Sword Uppercut	Hold Ⓧ then release	Hold ▣ then release
Sky Scraper	Hold Ⓧ	Hold ▣
Power Strike	RB + Hold Ⓧ	R1 + Hold ▣
Demon Edge	(LT + Ⓛ) + Ⓧ	(L2 + LS Down) + ▣
Harpoon Tackle	(Ⓛ + RB + Ⓧ	(LS + R1) + ▣
Devil's Cross	Block Counter	Block Counter

AERIAL MOVES

ATTACK	XBOX 360	PS3
Cross Slash A (Air Combo)	Ⓧ (in air)	▣ (in air)
Cross Slash B (Air Combo)	Ⓧ, Ⓧ (in air)	▣, ▣ (in air)
Spin Slash (Air Combo)	Ⓧ, Ⓧ, Ⓧ (in air)	▣, ▣, ▣ (in air)
Flipsaw	Ⓧ (hold in air)	▣ (hold in air)
Meteor Strike	Ⓛ + RB	LS + R1

The Perfect Block Counter

Holding the Block button before the enemy's attack helps you guard against damage, but it doesn't open an opportunity to counter. You unlock the Block Counter ability during your journey (and you can upgrade it via the Devil's Cross attack). The moment before an enemy's attack hits you, tap the Block button to deflect the attack and create a counterattack opening. Do *not* press any additional buttons! Let War unleash the Devil's Cross counterattack on his own after you trigger the Block Counter.

SPECIAL ATTACKS

Many of the best Chaoseater attacks are available only once you purchase them (and their upgrades) from Vulgrim. Save up your Souls and visit Vulgrim to increase your attack arsenal. We recommend sticking to just two or three attacks early on, and upgrading those instead of trying to unlock everything. Consider focusing on the Harpoon Tackle, Power Strike, and Flipsaw for the first half of the game. Then gradually expand your repertoire to include the Demon Edge and Devil's Cross.

DEMON EDGE

A RISING UPPERCUT SLASH THAT TAKES BOTH YOU AND THE ENEMY UP INTO THE AIR.

The Demon Edge is a more advanced attack, requiring you to target a particular enemy with the Focus button. Then press Down and Attack to perform an uppercut. This attack is more powerful than the standard Skyscraper uppercut, and can launch an enemy upward, rendering it vulnerable to a follow-up aerial combination.

LEVEL	PRICE	AVAILABILITY	BONUS
1	400	-	-
2	800	Chaoseater Level 1	Increases this attack's hit frequency.
3	1600	-	Increases this attack's range and hit frequency.

HARPOON TACKLE

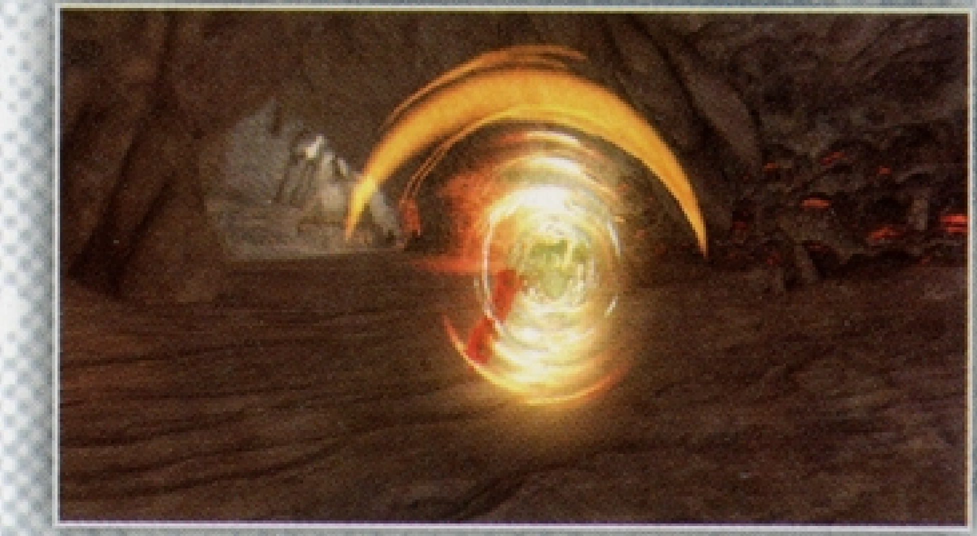
A POWERFUL PRECISION MOVE THAT PIERCES THROUGH ENEMIES.

This attack uses the Chaoseater in a lunging fashion that not only pierces defenses and armor, but also drives an enemy backward away from you. It allows you to slide rapidly across the ground to escape other nearby enemies. This is an important attack to acquire early on, and it's quite powerful given its ease of use.

LEVEL	PRICE	AVAILABILITY	BONUS
1	600	-	-
2	1200	-	Increases this attack's damage and reach.
3	2400	Chaoseater Level 1	Further increases this attack's damage and reach.

FLIPSAW

MULTIPLE-STRIKING SPIN ATTACK FROM THE AIR.



The Flipsaw is an invaluable attack for combating enemies that are as strong (or stronger) than you. Leap into the air and hold the Attack button to spin and slice through the air like a sawblade. You're all but immune to attacks during the Flipsaw, and it can slice through multiple enemies at once. The Flipsaw's upgrades don't come cheap, but an upgraded Flipsaw attack gives you a heavy advantage when you fight human (or angel) boss enemies.

LEVEL	PRICE	AVAILABILITY	BONUS
1	800	-	-
2	1200	Chaoseater Level 1	Increases this attack's range and hit frequency.
3	1600	Chaoseater Level 2	This attack's fastest and most powerful form.

POWER STRIKE

A POWERFUL HOME-RUN SWING.

The Power Strike attack is a fantastic way to knock multiple enemies away from you, creating some breathing room to tend to bigger threats. Hold the Block and Attack buttons long enough to take a proper windup, then release the buttons to use the Chaoseater to drive a demon's head for a home run! This attack's range and power are almost frightening—guaranteed to put a smile on your face the first time you take a swing.

LEVEL	PRICE	AVAILABILITY	BONUS
1	300	-	-
2	600	-	Increased damage and range.
3	1200	Chaoseater Level 1	Increases this attack's range.

180 ORBIT SLASH

A BACKSIDE SPINNING SLASH

This attack gives you the means to react quickly to enemies sneaking up behind you. It's not incredibly powerful, but it does an adequate job of beating back enemies from other sides, and it helps create some extra room for you.

LEVEL	PRICE	AVAILABILITY	BONUS
-	600	-	-

WHIRL WIND COMBO

A MULTI-HIT SLASH.

It takes some practice to perform, but this combination hit can land multiple strikes against a single foe in quick succession. It's very difficult for even the toughest enemies to block this combo, and it's very useful against boss enemies. Tap the Attack button, pause for a moment, and then tap again.

LEVEL	PRICE	AVAILABILITY	BONUS
-	900	-	-

METEOR STRIKE

GRANTS YOU THE ABILITY TO PERFORM A DASH MOVE FROM THE AIR.

This inexpensive upgrade dramatically improves your mobility during combat. It lets you leap into the air, attack, and then dash away before touching down. The Meteor Strike doesn't inflict much damage to enemies you contact in midair, but it lets you dash while airborne and that's no small feat!

LEVEL	PRICE	AVAILABILITY	BONUS
-	200	-	-

SWORD UPPERCUT

AN UPGRADE TO THE DEFAULT SWORD UPPERCUT MOVE.

The Sword Uppercut is your way to attack with a Chaoseater upswing without leaving the ground. Hold the Attack button briefly, then release it as soon as you begin to slide forward to strike hard in an upward motion.

LEVEL	PRICE	AVAILABILITY	BONUS
2	600	-	Increased damage.
3	1200	-	Increases this attack's range.

DEVIL'S CROSS

AN UPGRADE TO THE DEFAULT DEVIL'S CROSS MOVE.

The Devil's Cross is the attack that you unleash (automatically) after a successful Block Counter. The timing must be perfect, but you can turn a good defensive maneuver into a bone-crushing offensive combination. Upgrade the Devil's Cross before you fight any Wicked K enemies, and certainly before you face the Destroyer.

LEVEL	PRICE	AVAILABILITY	BONUS
2	900	-	Increases this attack's damage.
3	1800	Chaoseater Level 1	Increases this attack's damage.

Scythe

THE SCYTHE'S MASSIVE, CURVED BLADE PERFORMS LARGE, SWEEPING ATTACKS THAT DEVASTATE MULTIPLE ENEMIES.

Availability: **Purchase from Vulgrim for1,000 Souls at any time.**

The Scythe lacks the Chaoseater's punch, but it compensates in a number of unique ways. For starters, the Scythe has greater reach than the Chaoseater, and many of its attacks consist of sweeping, 360-degree attacks. You can also throw the Scythe at enemies! Whereas the Chaoseater is suited to single enemies, the Scythe is at home in a crowd. Use it to slash through hordes of low- to medium-strength enemies and watch the Souls flood in.

STANDARD MOVES

ATTACK	XBOX 360	PS3
Sweep Attack	Y	△
Return Slash	Y, Y	△, △
Reaper Claw	Y, Y, Y	△, △, △
Death's Rage	RB + Y	R1 + △
Reaper Blade	Hold Y	Hold △
Hell Razor	(LT + L) + Y	(L2 + LS Down) + △

AERIAL MOVES

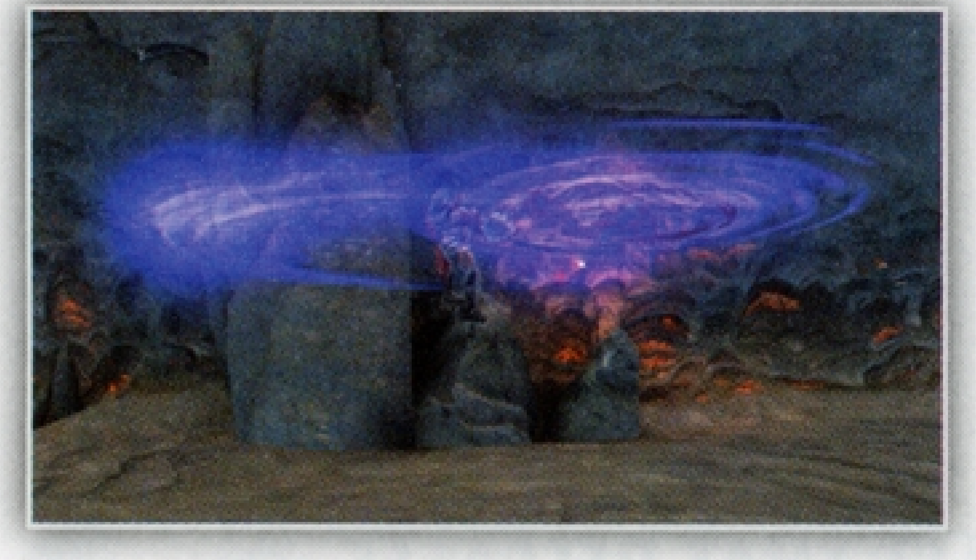
ATTACK	XBOX 360	PS3
Air Grinder	A, Y	✕, △
Air Reaper Blade	A, Hold Y	✕, Hold △
Reaper's Revenge	(L + RB) + Y	(LS + R1) + △

SPECIAL ATTACKS

The Scythe is fun just to swing around at hordes of lesser enemies. But if you wish to use it to fell larger demons, you have to learn some advanced moves. Visit Vulgrim to purchase the Scythe equivalent of some familiar sword moves, along with some attacks unique to the Scythe.

AIR REAPER BLADE

A SPINNING SCYTHE TOSS IN THE AIR.

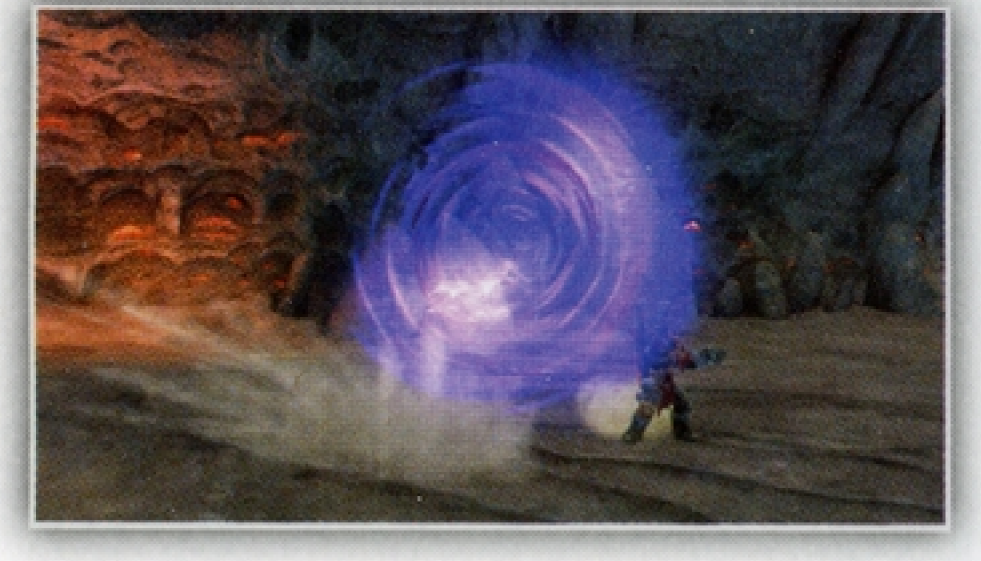


Leap into the air and hold the Secondary Attack button to throw the Scythe in a limited circle. This is an excellent attack when Duskwings or Locust surround you. It's not quite as effective against Angel Soldiers. Upgrade this attack to increase its effectiveness before you try it against tougher enemies.

LEVEL	PRICE	AVAILABILITY	BONUS
1	400	-	-
2	800	-	Increases this attack's range.
3	1600	Scythe Level 1	Increases this attack's range.

HELL RAZOR

A VERTICAL, SPINNING SCYTHE TOSS.

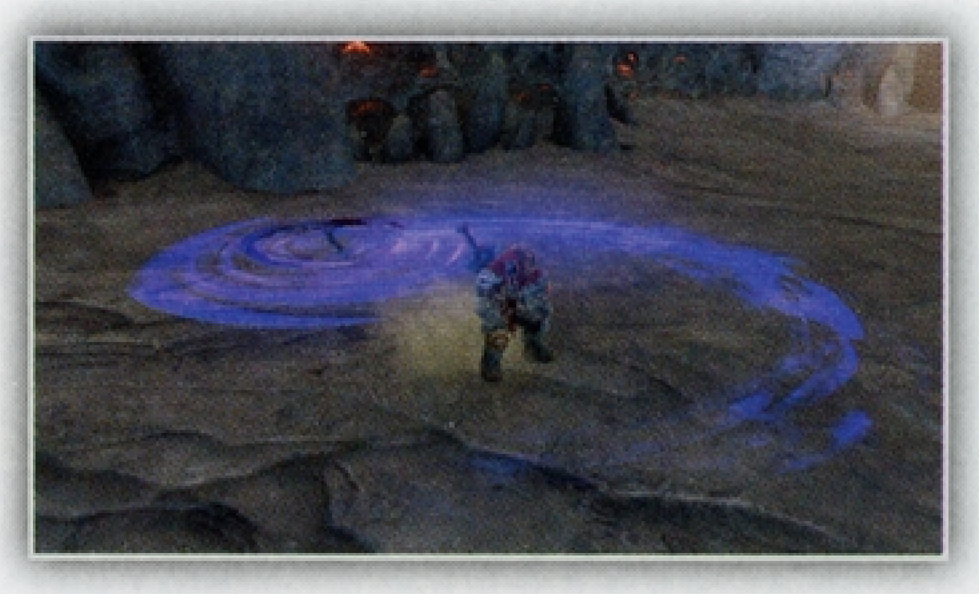


This attack is the Scythe equivalent of the Demon Edge uppercut, except you don't leap into the air. Instead, you swing the Scythe in an uppercut direction, throwing the weapon a short distance. The Scythe spins end over end and slices enemies in a vertical fashion.

LEVEL	PRICE	AVAILABILITY	BONUS
1	400	-	-
2	800	-	Increases this attack's range and hit frequency.
3	1600	-	Increases this attack's range and hit frequency.

REAPER BLADE

AN UPGRADE TO THE DEFAULT REAPER BLADE MOVE.

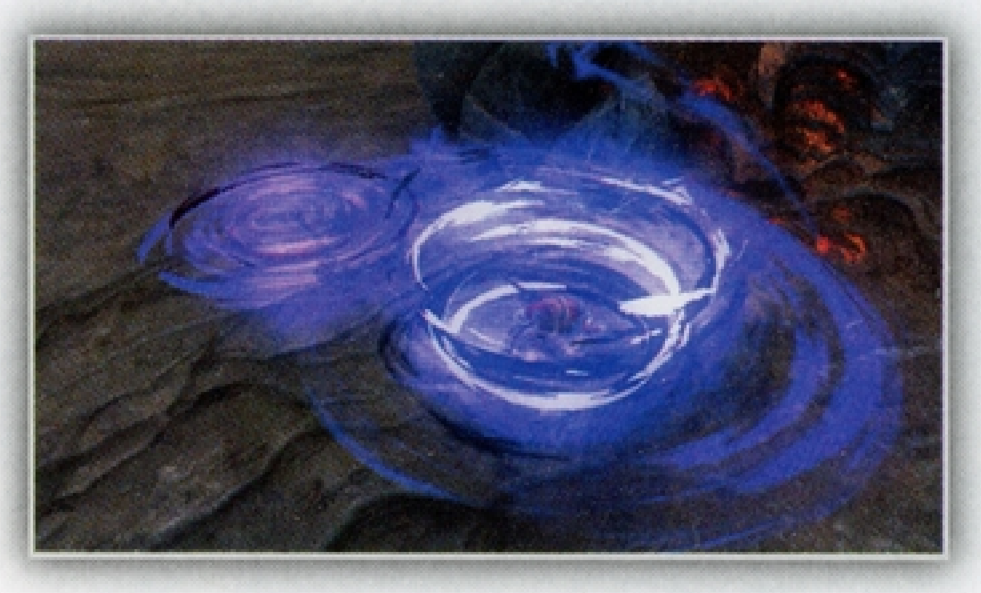


The Reaper Blade is the Air Reaper Blade's ground-based version. It's a useful attack, especially when you upgrade it. You throw the Scythe in a circle, and the curved weapon spins, slicing enemies on all sides. Consider it a scaled down version of Death's Rage.

LEVEL	PRICE	AVAILABILITY	BONUS
2	900	Scythe Level 2	Increases this attack's range.
3	1800	-	Increases this attack's range.

DEATH'S RAGE

A MULTI-HIT FLURRY!



Of all the available Scythe attacks, none is as deadly or as wickedly fun to use as Death's Rage. Hold the Block and Secondary Attack buttons to prepare a veritable Scythe cyclone! Watch as the Scythe spins 'round and 'round, cutting every nearby enemy to shreds.

LEVEL	PRICE	AVAILABILITY	BONUS
-	900	-	-

REAPER'S REVENGE

A LEAPING BUZZ-SAW ATTACK.

Reaper's Revenge is similar to Harpoon Tackle in that you dash forward while attacking, but that's where the similarities end. You throw the Scythe forward in a spinning motion while dashing toward your target. The Scythe spins out in front of you and distracts the enemy, leaving it vulnerable to a follow-up attack with the Chaoseater.

LEVEL	PRICE	AVAILABILITY	BONUS
-	1200	-	-

Tremor Gauntlet

A BATTLE-WORN GAUNTLET THAT RELEASES TREMOR WAVES WHEN CHARGED. TO CHARGE THE GAUNTLET, HOLD THE SECONDARY ATTACK BUTTON.

Availability: You find the Tremor Gauntlet during your journey into The Hollows.

The Tremor Gauntlet is a weapon and a tool. Its primary use is to shatter the blue crystals that block so many passages and caskets. You can also use it to knock heavy objects through the air via the Shockwave Punch ability. Furthermore, it can also be a potent weapon in the right situation. Mix punches and smash attacks with Crossblade tosses or Chaoseater slashes to keep enemies on their toes and foil their defensive plans. Hold the Secondary Attack button to charge a Tremor Smash punch. Then release the button as soon as the Gauntlet flashes to hit the sweet spot and deliver the most damage.

STANDARD MOVES

ATTACK	XBOX 360	PS3
Power Hook	Y	△
Cross Crusher	Y, Y	△, △
Tremor Smash	Hold Y	Hold △
Earthbreaker	RB + Y	R1 + △
Tremor Punch	(LT + L) + Y	(L2 + LS Down) + △
Meteor Launch	(L + RB) + Y	(LS + R1) + △

AERIAL MOVES

ATTACK	XBOX 360	PS3
Hammer Smash	A, Y	✕, △
Air Tremor Smash	A, Hold Y	✕, Hold △

SPECIAL ATTACKS

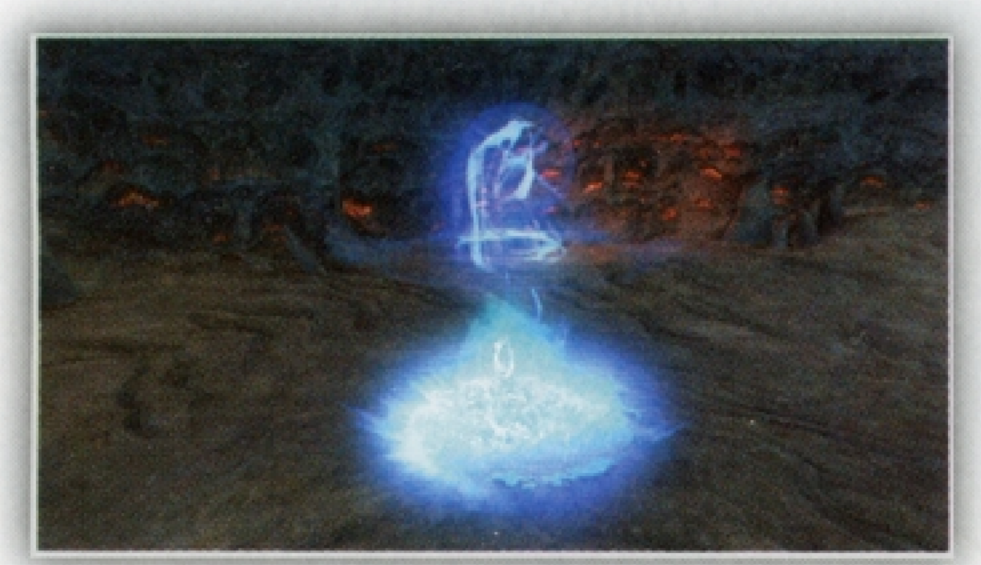
The Tremor Gauntlet's special attacks pack a wallop! Each of these attacks has the power to send an enemy reeling or create a small shockwave on the ground that can knock weaker enemies off their feet. The Tremor Gauntlet's range is obviously much shorter than the other weapons—it's just a glove after all. But its strength lies in its ability to deliver crushing blows at pointblank range.

Shockwave Punch is for Objects

You can use the Tremor Gauntlet to perform a powerful strike called the Shockwave Punch, but only while you're actively pushing an object around. Use the Action button to hold onto the object you are moving, and press and hold the Secondary Attack button to charge the Shockwave Punch. You hit the object you're pushing with such force that it can fly across gaps in the floor without falling. Use this to solve puzzles and fully explore areas in The Hollows and Iron Canopy.

AIR TREMOR SMASH

AN AIR-TO-GROUND SMASH THAT PUSHES AWAY MULTIPLE ENEMIES.

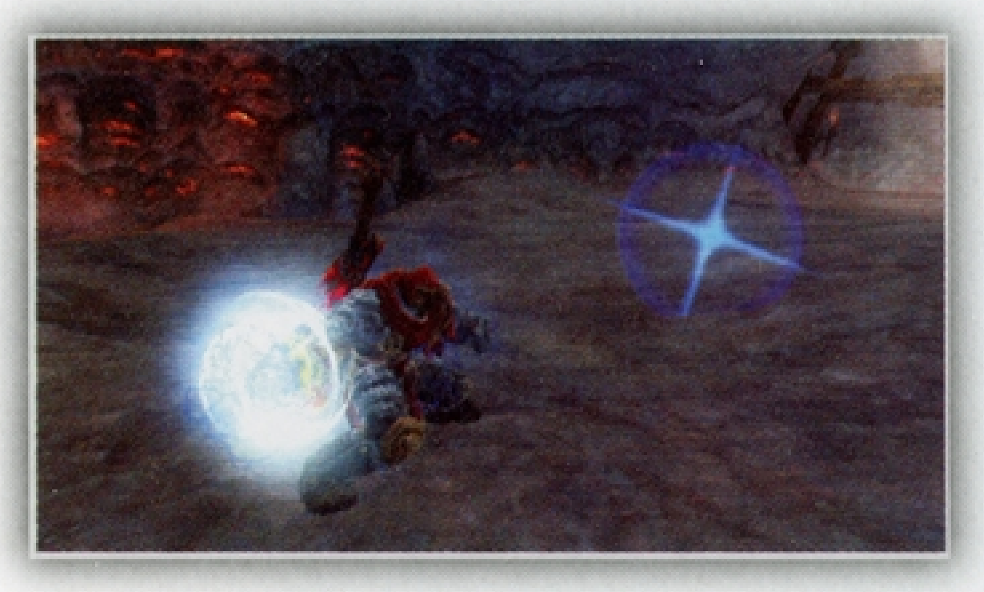


Got a bunch of enemies crowding you? Leap into the air to escape their attacks, and hold the Secondary Attack button to charge a powerful ground smash that knocks enemies aside and sends bone-jarring vibrations up through the ground. This attack is great when medium-strength enemies surround you.

LEVEL	PRICE	AVAILABILITY	BONUS
1	600	-	-
2	1200	Tremor Gauntlet Level 1	Increases this attack's damage and range.
3	2400	Tremor Gauntlet Level 2	Increases this attack's damage and range.

TREMOR PUNCH

A POWERFUL, CONCENTRATED PUNCH STRIKE.

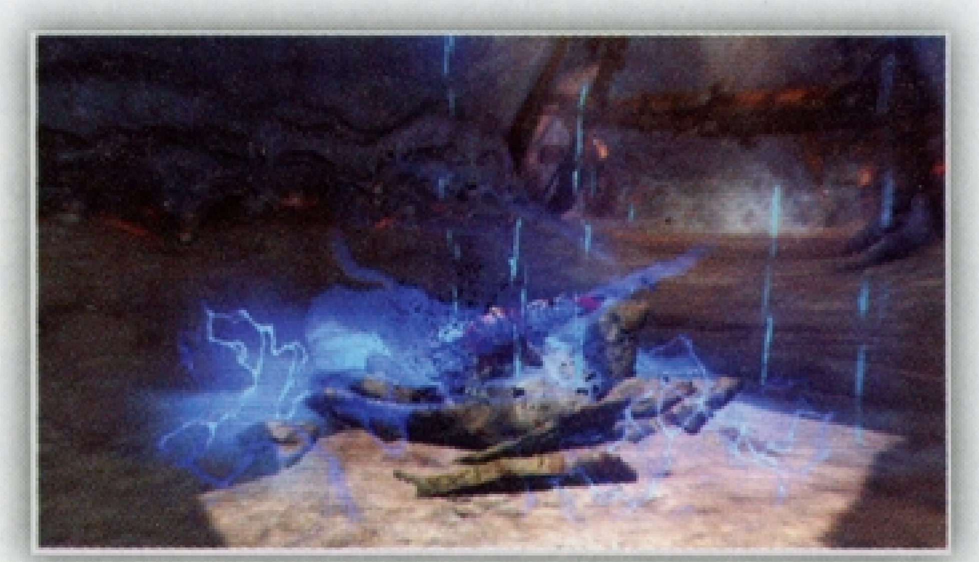


The Tremor Punch is like a Shockwave Punch that you can deliver to enemies—without having to push or drag them. Lock onto an enemy with Focus, and hold down Secondary Attack to deliver this amazing punch. Few enemies can absorb this punch without being sent reeling!

LEVEL	PRICE	AVAILABILITY	BONUS
1	400	-	-
2	800	-	Increases this attack's range.
3	1600	-	Increases this attack's damage.

TREMOR SMASH

AN UPGRADE TO THE DEFAULT TREMOR SMASH MOVE.



Use Tremor Smash to shatter blue crystals. It can also knock enemies to the ground and pulverize weaker foes standing at close range. Hold the Secondary Attack button to charge this destructive attack. Then release it to strike the ground and release a barrage of tremor waves.

LEVEL	PRICE	AVAILABILITY	BONUS
2	600	-	Increases this attack's damage and range.
3	1200	-	Increases this attack's damage and range.

METEOR LAUNCH

A LEAPING GROUND POUND THAT SENDS MULTIPLE ENEMIES FLYING.

This is one of the Tremor Gauntlet's most useful attacks, thanks to the speed at which you perform it. Dash forward while you tap the Secondary Attack button to leap forward, briefly charge the Tremor Gauntlet in midair, and strike the ground with great force. This is a great attack to use against a single enemy. Meteor Launch toward the foe to land a hit, and then quickly combo it with the Chaoseater before you dash away or guard.

LEVEL	PRICE	AVAILABILITY	BONUS
-	900	-	-

EARTHBREAKER

A POWERFUL, MULTI-HIT FINISHER.

Unleash this charged attack to knock an enemy to the ground, and then unload on it with a series of punches before you leap into the air for a final ground smash attack. This attack requires time to charge and leaves you vulnerable to attacks from other nearby enemies, but it's an amazing attack to use against isolated enemies.

LEVEL	PRICE	AVAILABILITY	BONUS
-	900	-	-

Weapon Enhancements

From the Main Menu, access the Weapon Forge screen to equip the Chaoseater or secondary weapon with one of 12 weapon enhancements that come into your possession. These items imbue weapons with special effects that increase their effectiveness in a range of capacities. There are eight standard enhancements and four "Legendary" enhancements. You find most of these enhancements in caskets scattered across the world, but you can purchase one of them from Vulgrim, and you earn another one in a friendly competition. Many of these enhancements provide both a passive bonus and a bonus that you gain only by having the item installed into a weapon.

CARNAGE

You fill with hatred and generate Chaos at an accelerated rate.

Slotted: Boosts chaos gained by the Chaoseater sword. Allows chaos generation by all weapons.

COMBAT LORE

This enhancement increases the rate of weapon experience you gathere, and it boosts your armor level. Available from Vulgrim for 1000 Souls if player fails Ulthane Kill Challenge, but only after Chronomancer ability is obtained.

Slotted: Boosts weapon experience gained during combat.

Passive: Boosts your armor level.

WEAPON MASTER

This enhancement bestows upon you an increased knowledge of weaponry, boosting weapon damage. Purchase from Vulgrim for 1000 Souls at any time.

Slotted: Boosts the damage inflicted by a weapon's attack.

RAVAGER

This enhancement increases your damage with environmental weapon attacks.

Slotted: Guarantees Souls for destroying environmental objects by any means.

Passive: Drastically increases damage inflicted with environmental objects used as weapons.

HELLFIRE

Instills a melee weapon with the element of fire.

Slotted: Boost weapon damage on strikes. Has a chance to inflict fire damage upon targets.

BANE

This enhancement boosts Wrath generation. Purchase from Vulgrim for 5000 Souls at any time.

Slotted: Generates Wrath naturally over time.

REAPER

This enhancement boosts the harvest of Souls from slain enemies.

Slotted: Boosts the amount of Souls acquired from enemies and creatures. Additional Soul rewards when assigned to the Scythe.

BLOODTHIRST

This enhancement heals you by stealing the life of adversaries during combat.

Slotted: Leeches weapon damage and converts it to health.

FURY'S EMBRACE (LEGENDARY)

This legendary artifact dramatically boosts your Wrath generation and reveals the location of all items on the current map.

Slotted: Wrath leeches on every weapon strike.

Passive: Boosts Wrath power damage. Reveals all world maps and items. Additional Wrath boost on killing blows.

DEATH'S BLESSING (LEGENDARY)

Pulsing with strange dark energy, this unholy sigil bears the mark of your brother, Death.

Slotted: Leeches weapon damage and converts it to health. Drastically increase weapon damage. Drastically increases the amount of Souls acquired from objects and creatures. Additional Soul rewards when assigned to the Scythe.

STRIFE'S OFFERING (LEGENDARY)

When used, unlocks the mastery of guns, greatly increasing your effectiveness in ranged combat.

Slotted: Boosts weapon damage. Generates Wrath on killing blows. Generates Chaos on killing blows.

Passive: Drastically increases projectile attack damage. Increases your defense against projectile attacks.

WAR'S GLORY (LEGENDARY)

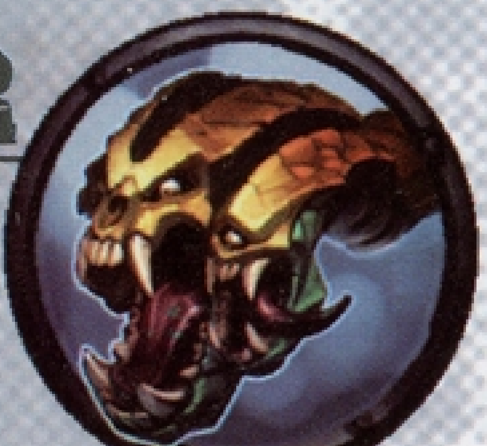
When used, it unlocks the mastery of weapons, dramatically increasing your combat prowess.

Slotted: Drastically increases Chaos gained via the Chaoseater sword. Drastically increases Chaos gained by other melee weapons. Drastically increases the amount of weapon experience gained.

Passive: Drastically increases the duration of Chaos Form.

Gear & Equipment

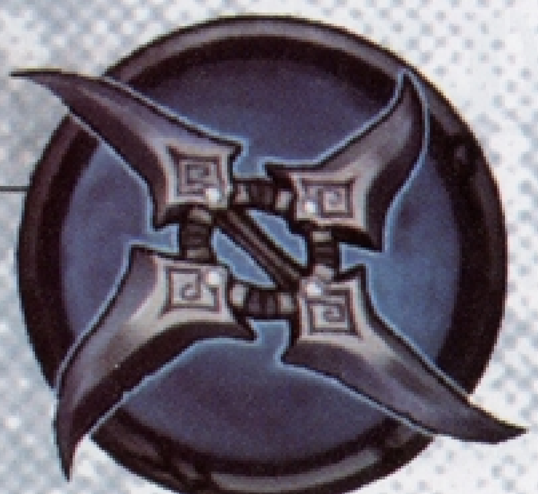
EARTHCALLER



A masterfully carved horn whose call awakens ancient gates.

Press the Use Gear button to activate the horn when it's equipped. The Earthcaller's deafening blast can knock back some creatures. In a pinch, you can use the Earthcaller during early battles, but its primary purpose is to open Tormented Gates.

CROSSBLADE



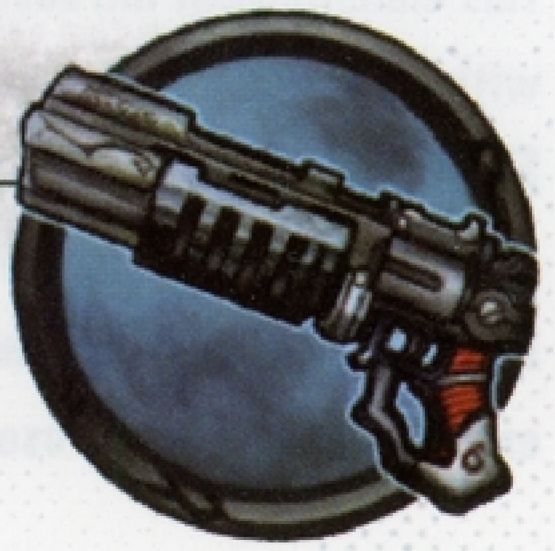
A finely crafted throwing blade that can strike multiple targets.

Enter Aim Mode and select up to five targets while holding the Focus button. Then press the Use Gear button to throw the Crossblade. The Crossblade can be outfitted with several new upgrades, provided you have the Souls to trade Vulgrim. When you deal with tougher foes, it's best to hold the Use Gear button to charge the Crossblade before you throw it. Otherwise, quick-tossing it is fine. Be sure to upgrade the Crossblade before you reach Iron Canopy.

UPGRADES

UPGRADE	PRICE	AVAILABILITY	EFFECTS
Ricochet Blade	500	Obtain Crossblade	Causes the thrown Crossblade to ricochet between nearby enemies.
Ricochet Haze	1500	Acquire Ricochet Blade	Boosts the number of ricochet attacks by the Crossblade.
The Shredder	5000	Obtain Crossblade	Charged attacks with the Crossblade reap Wrath Souls from enemies.

MERCY



A beautifully crafted pistol that decimates foes with an unending supply of supernatural rounds.

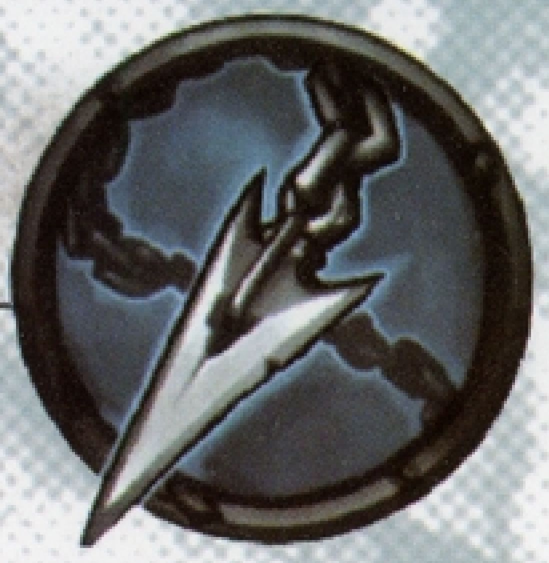
Press the Use Gear button to fire.

You fire the gun automatically while you keep the button depressed—there is no need to rapidly tap the button. It's best to use Mercy while you're riding Ruin and fighting the giant sandworms of the Ashlands. Outside of the Ashlands, Mercy's usefulness is diminished. Purchase the Impact Rounds upgrade before you head north to fight the Stygian.

UPGRADES

UPGRADE	PRICE	AVAILABILITY	EFFECTS
Impact Rounds	4000	Obtain Mercy	Augments the amount of damage that Mercy inflicts.

ABYSSAL CHAIN



Fires a grappling chain that attaches to enemies and moveable objects.

Press the Use Gear button to grapple targeted enemies and objects. The Abyssal Chain's primary purpose is to assist you in exploring the environment. Use it to grapple to Red Chain and Blue Chain points and reach new heights. You can also use it to pull smaller enemies toward you, grapple directly to Demonic Growth, retrieve objects, and to pull yourself toward larger foes. When in doubt, experiment!

VOIDWALKER

An arcane relic that creates portals, allowing instant travel between two points.

While you point at one of the orange portal windows, press the Use Gear button to create a portal. Prepare a second portal at another window, so you can move instantly between the two places. Hold the Use Gear button before you release it to create a charged portal that greatly increases your exit velocity from the charged portal. Aim at a portal and press the Focus button to cancel that portal. You can use the portals to reach new areas and to solve puzzles. Look for chances to throw firebombs through the portals, or to fire the Voidwalker through the portal at another portal window.

MASK OF SHADOWS

This artifact bestows you with the shadow sight, revealing what is hidden.

Press the Use Gear button to toggle between your normal and shadow sight. The world is littered with objects and caskets that you can see only while you wear the Mask of Shadows. Watch for objects that appear as black, shadowy outlines, and return with the Mask of Shadows to see them for what they are.

Wrath Powers

Second only to Chaos Form when it comes to brute force, these Wrath Powers provide you with small doses of incredible power and strength. These four abilities draw on the Wrath Souls harbored within the Wrath Cores, and they give you an advantage in combat. Use them to impale, ignite, or sicken your foes, or simply to make yourself a beast of stone resistant to damage. Use Wrath Powers by entering the Main Menu and assigning them to available slots in the Wrath and Consumables list. Hold the Wrath Powers button, then press the corresponding button to trigger the power.

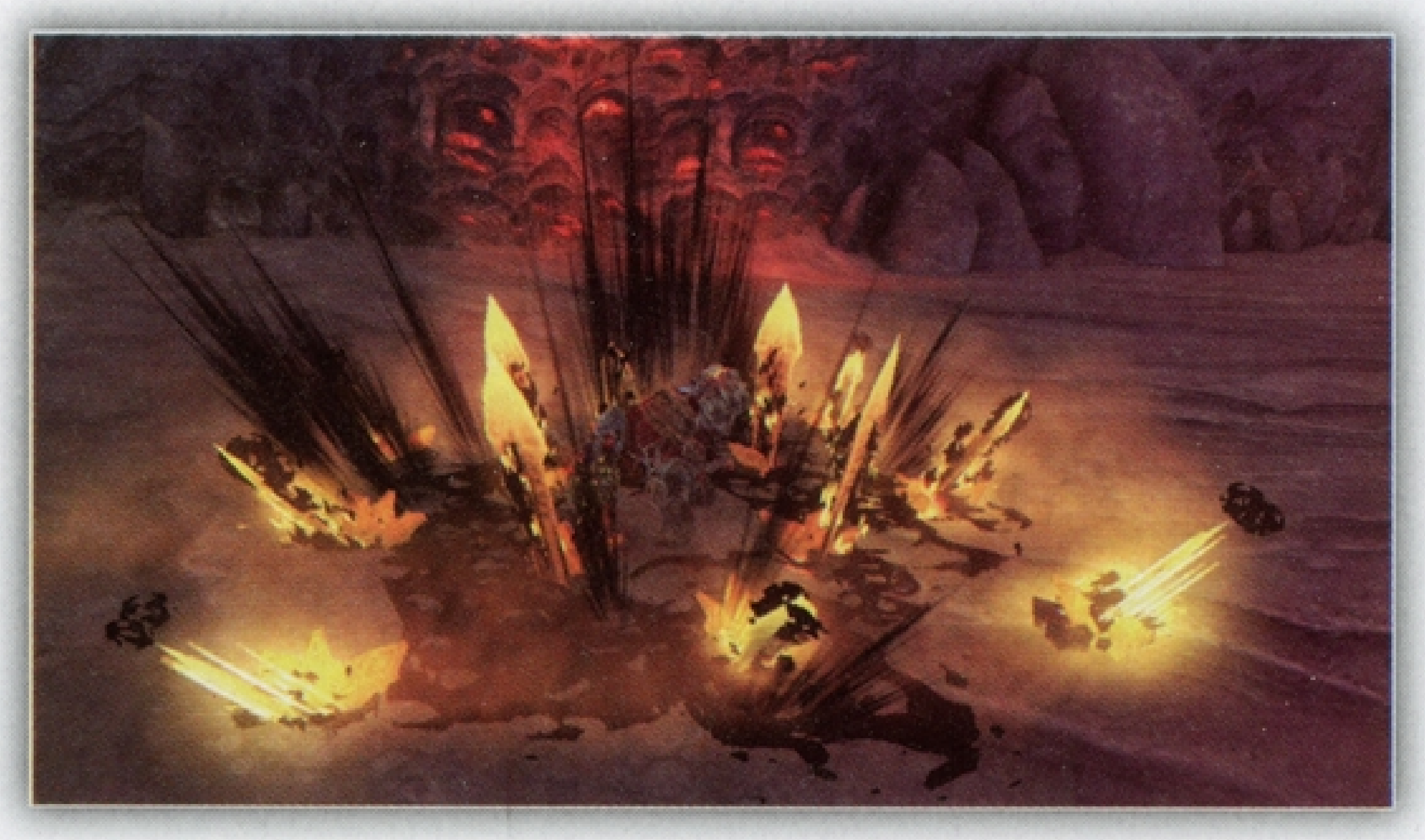
BLADE GEYSER

Harnessing the power of the Chaoseater, this attack summons a field of deadly blades around you. Requires one Wrath Core.

You leave the Charred Council with the means to perform the Blade Geyser attack. Use this attack when enemies surround you, or when a particular enemy gives you trouble. This is an incredibly powerful attack that should always have a slot assigned to it. Upgrading Blade Geyser increases the affected area's diameter and the damage delivered.

BLADE GEYSER UPGRADES

LEVEL	PRICE	AVAILABILITY
1	-	Equipped at Start
2	5000	Always
3	7500	Purchase Blade Geyser Level 2
4	12500	Purchase Blade Geyser Level 3



STONESKIN

Your flesh hardens, reducing enemy damage and increasing the effectiveness of your attacks. Drains Wrath while active.

Stoneskin is an excellent Wrath Power, both early in the game, while you're still relatively weak, and much later in the game, when enemies are most dangerous. Your appearance changes while Stoneskin is active, so let this be your reminder to deactivate Stoneskin, else you'll drain all your available Wrath. Upgrade Stoneskin to reduce even further the damage that attacks inflict on you, and to increase the power of your attacks.

UPGRADES

LEVEL	PRICE	AVAILABILITY
1	2000	Always
2	3500	Purchase Stoneskin Level 1
3	5000	Purchase Stoneskin Level 2
4	8000	Purchase Stoneskin Level 3

IMMOLATION

Scorch your enemies in a barrier of smoldering Hellfire.

Immolation enshrouds you in a protective barrier of Hellfire so that every enemy you touch—or that attacks you—is set ablaze by the flames. This attack may not be effective against Lavashrikes or while you're swimming, but it certainly comes in handy in most other situations—especially if you're surrounded in a tight corridor! Upgrade Immolation to increase the damage that the fire causes.

UPGRADES

LEVEL	PRICE	AVAILABILITY
1	2500	Complete Twilight Cathedral
2	5000	Purchase Immolation Level 1
3	7500	Purchase Immolation Level 2
4	12500	Purchase Immolation Level 3

AFFLICTION

Plague enemies with an affliction that causes damage over time. Requires two Wrath Cores.

Twin plague-ridden ghouls snake through the air around you, infecting any enemies that contact them. Infected enemies lose health over time. Affliction is very useful against groups of powerful enemies. Soften them up with Affliction, and then switch to a more powerful form of direct offense to finish the task. Upgrade Affliction to increase the effect's duration and range.

AFFLICTION UPGRADES

LEVEL	PRICE	AVAILABILITY
1	2500	Complete The Hollows
2	5000	Purchase Affliction Level 1
3	7500	Purchase Affliction Level 2
4	12500	Purchase Affliction Level 3

Passive Abilities

You eventually acquire six additional abilities that don't rely on meters, nor do they need to be assigned. Once you learn them, these skills, known as Passive Abilities, become part of your general knowledge bank.

SHADOWFLIGHT

These supernatural wings enable you to glide temporarily.

After a Double Jump, hold the Jump button to activate Shadowflight and glide. Glide inside Shadow Currents to soar high into the air. Rely on Shadowflight to cross chasms, reach distant collectibles, and to avoid ground-based enemy attacks. Seek out a Shadow Current's glowing blue lights ride them into the unknown!

SERPENT HOLES

This ancient network of pathways flows throughout the world and beyond.

Seek out Vulgrim locations to gain access to these passageways. Press the Secondary Attack button to access the map of Vulgrim locations, and select a destination. Follow the moving walkway that guides you through the mystical Serpent Hole, and step into the light at the far end to exit in the new location. Serpent Holes offer a very fast way to travel between distant places. They contain no enemies, and only two contain a casket.

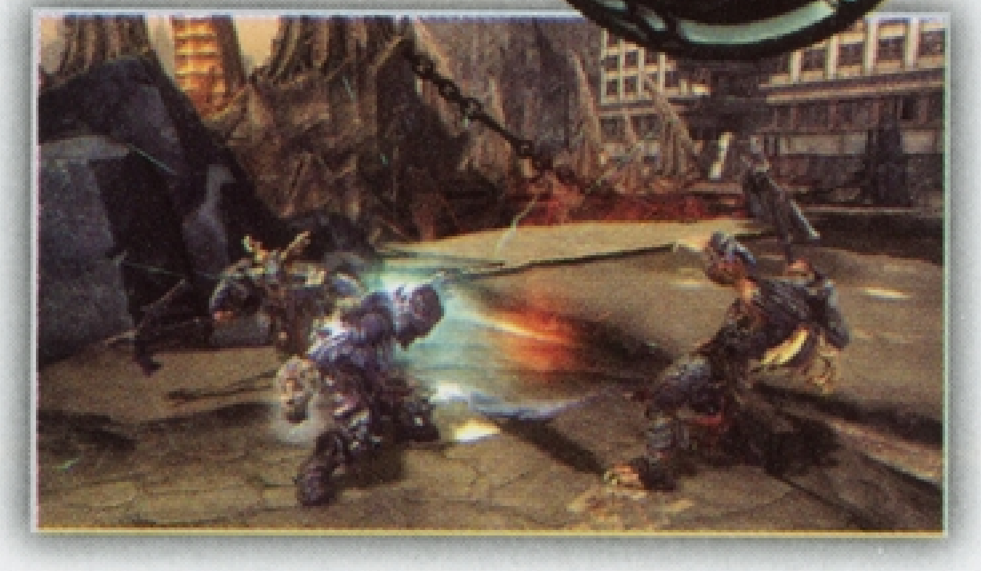
CHAOS FORM

Temporarily call upon your Chaos Form to decimate enemies.

When the Chaos Meter is full, press the Wrath Power and Use Gear buttons simultaneously to unleash a giant, fiery version of you. You're immune to damage in Chaos Form, and your horizontal and vertical slashes can slay almost any enemy with just one or two strikes. Chaos Form lasts only for a few short seconds, and it takes a while to reactivate, so use it sparingly. Save it for tougher enemies and for situations in which you're low on health and heavily outnumbered.

BLOCK COUNTER

You can deflect and counter physical and projectile threats.



Press the Block button just before the moment of impact. Hold the Block button early simply to guard against the attack and reduce your damage, or go for the perfectly timed Block Counter! This ability requires split-second timing, but it sets up the enemy for counterattack. Upgrade the Devil's Cross ability to make the ensuing combination even more deadly than normal. Just remember not to press any buttons immediately after you perform the Block Counter—War takes care of the counterattack automatically!

CHRONOMANCER

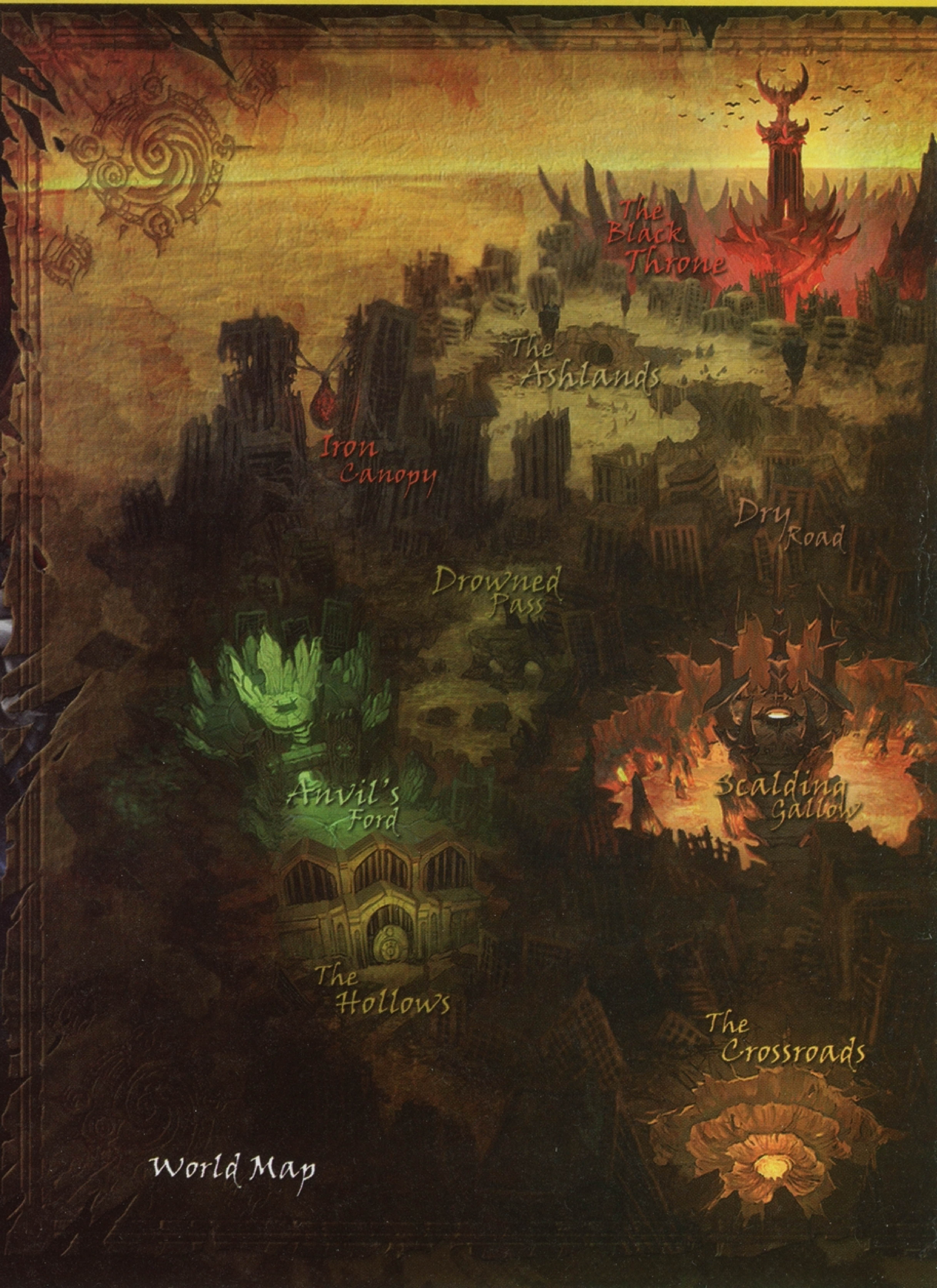
You can activate Chronospheres and temporarily slow time.

Look for slabs of stone with circular blue spheres of light on them. These are Chronospheres, and you can activate them either with your fist or by throwing the Crossblade at them. Once you activate one, your vision shifts into black and white, and time slows to a crawl. Despite everything else's slower pace, you can still move at normal speed, so use this ability to slip past fast-moving objects and to solve navigation puzzles.

RUIN

You can summon your phantom steed any time the Ruin icon is active.

Press the Wrath Power and Block buttons simultaneously to summon or dismiss Ruin in areas where he is available. Ruin is primarily restricted to exterior areas, such as the Ashlands and Crossroads. You can ride Ruin at great speed, and your Chaoseater gains a tremendous damage boost while you ride the horse. Equip Mercy and fire at enemies while you ride away from them. Monitor the Ruin Meter in the screen's upper right corner, and tap the Dash button to make Ruin sprint.


The Black Throne
The Ashlands
Iron Canopy
Dry Road
Drowned Pass
Anvil's Ford
Scalding Gallow
The Hollows
The Crossroads

World Map

Consumable Items

Vulgrim sells more than just new combat moves and Wrath Powers. He also sells a host of consumable items that instantly replenish lost health, Wrath, or Chaos. However, you can carry only one item for every Empty Vessel you have (maximum of 8), so watch for Empty Vessels in the walkthrough. You should always have at least one Greater Life Essence and one Rage on hand. Also, depending on your skill as a player, it doesn't hurt to have an Undying, especially if you're playing on Apocalyptic mode.

VULGRIM'S AVAILABLE CONSUMABLES

NAME	PRICE	DESCRIPTION
Rage	500	Restores some of War's Wrath.
Greater Rage	1,500	Completely restores all of War's Wrath.
Life Essence	500	Restores some of War's health.
Greater Life Essence	1,500	Completely regenerates all of War's health.
Possession	1,500	Instantly increases War's Chaos level to maximum.
Undying	3,000	Upon receiving a fatal strike, War's health and Wrath are completely restored.
Empty Vessel	2,000	Use Empty Vessels to carry consumable items.

Eden
The Broken Stair
Choking Grounds
Twilight Cathedral

walkthrough

Prologue 30
The Crossroads 36
Scalding Gallow 48
Choking Grounds 54
The Broken Stair. 62
Twilight Cathedral 68
Drowned Pass 88
Anvil's Ford 96
The Hollows 104
Dry Road 118
The Ashlands 126
Iron Canopy 146
The Black Throne 162
Eden 182
The Destroyer 188

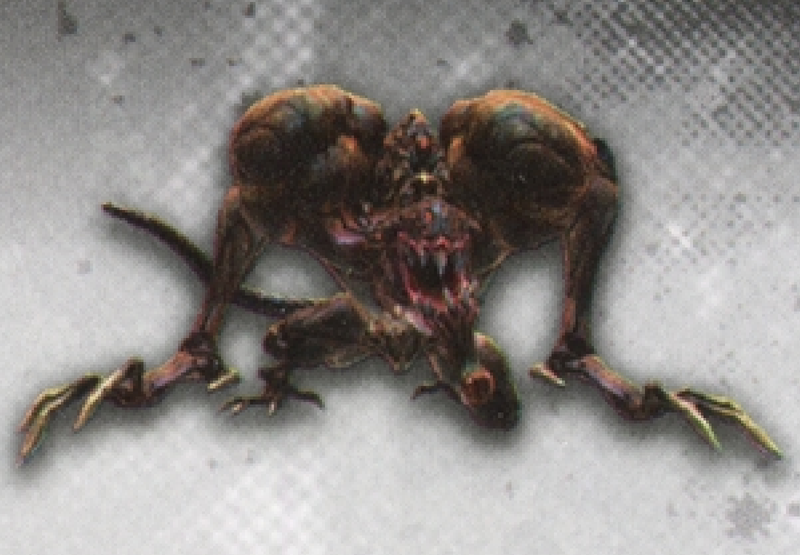
SUSHI 555-25-455
ACE
one
JUNK

PROLOGUE

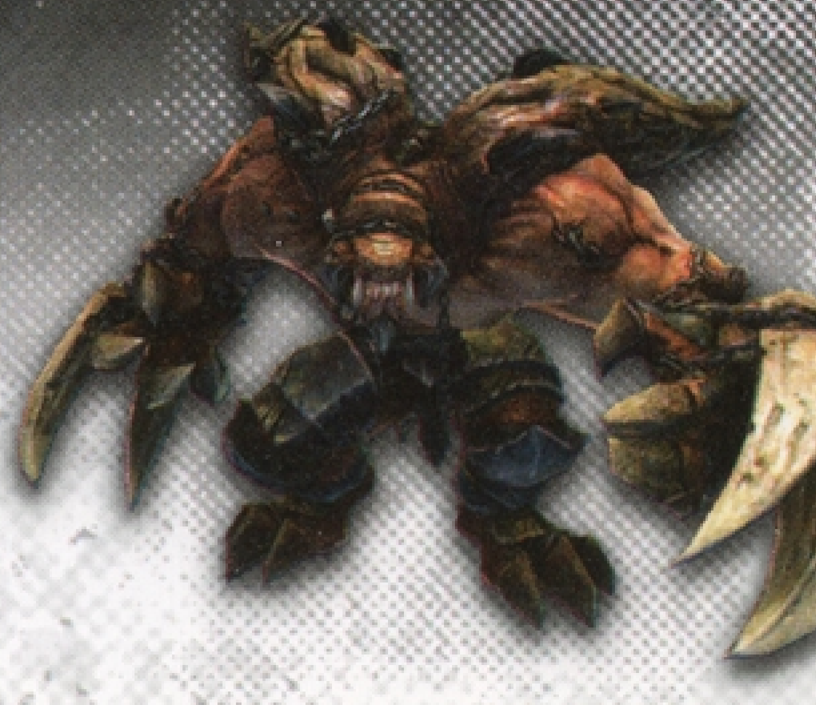
It is the End of Days. Life as humans know it is coming to an end as what appears to be a cluster of meteors bombards the planet. However, they are not fiery balls of rock—these cataclysmic objects are the bringers of Armageddon. Forces from Heaven, Hell, and all places in between have surfaced on Earth to pass judgment, battle for souls, and leave no one standing. Buildings are toppling, chaos rules the streets, and there is no hope for survival. Though the outcome is not in doubt—human extinction is certain—the cause of this upheaval is unknown. And unlawful...

DEMONS AND ANGELS

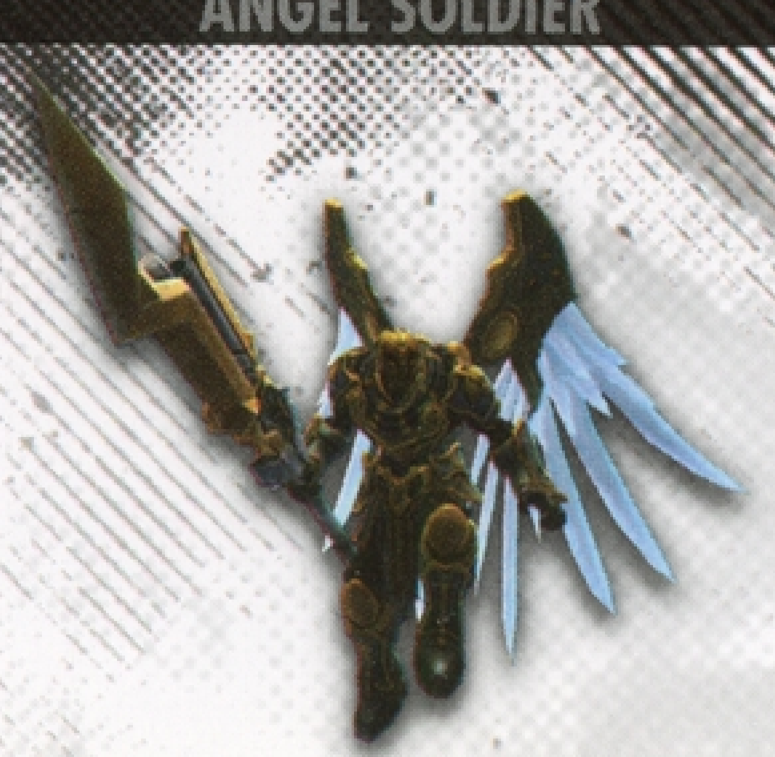
MINION



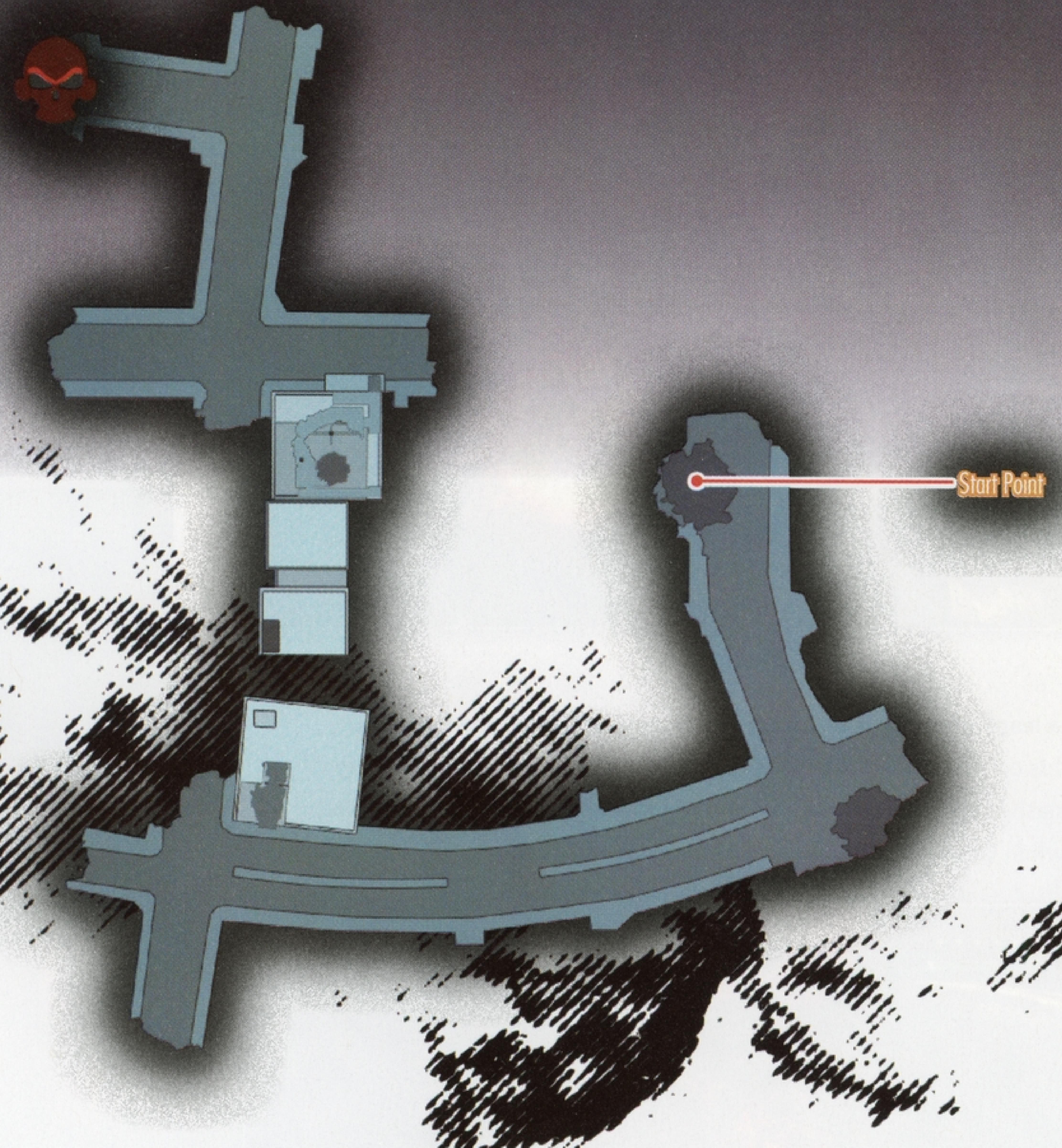
TRAUMA



ANGEL SOLDIER



Mayhem



CASKET CONTENTS

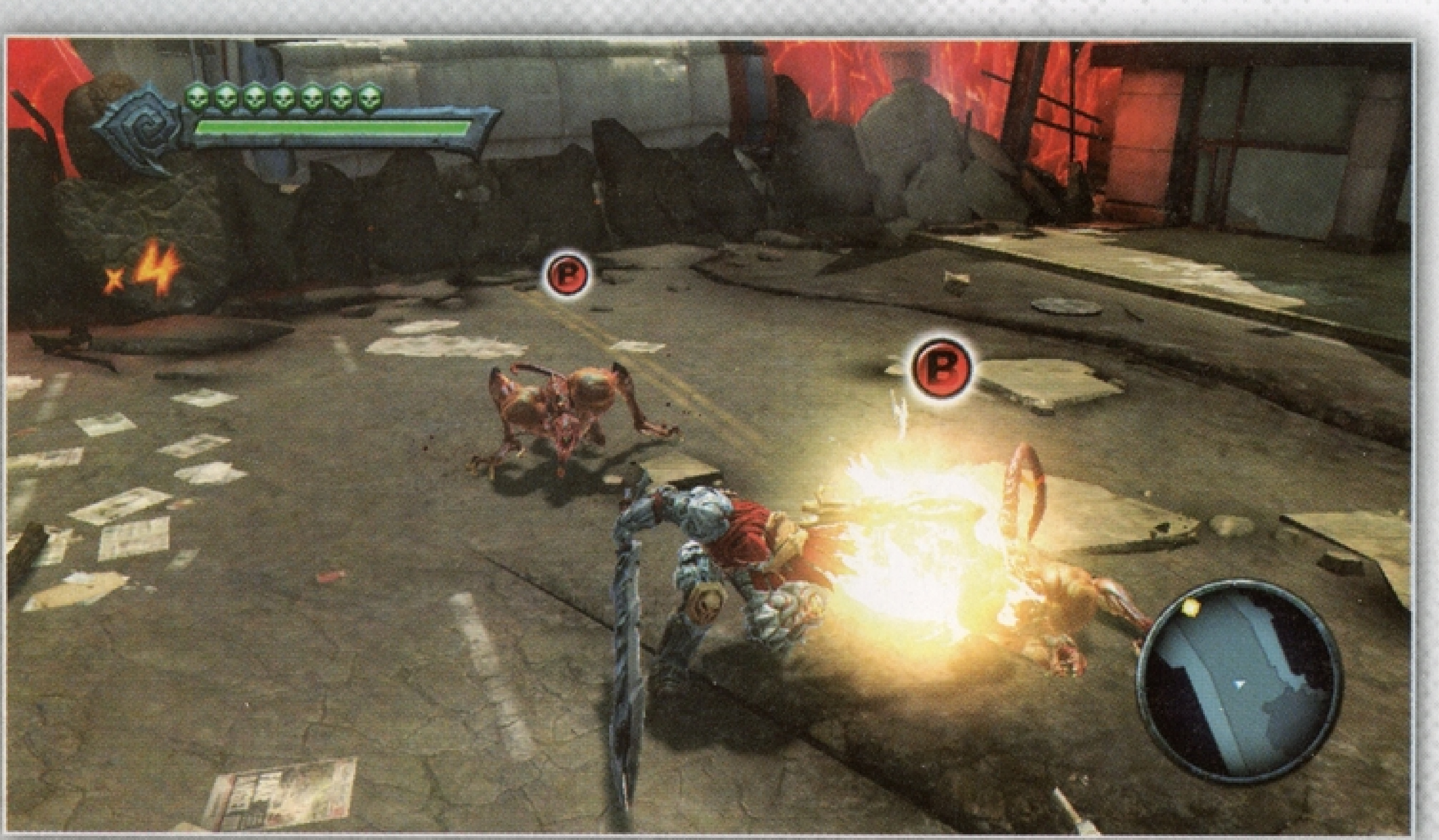
CHEST NO.	CONTENTS	ABILITY REQUIRED
-	-	-

A Tutorial of Sorts

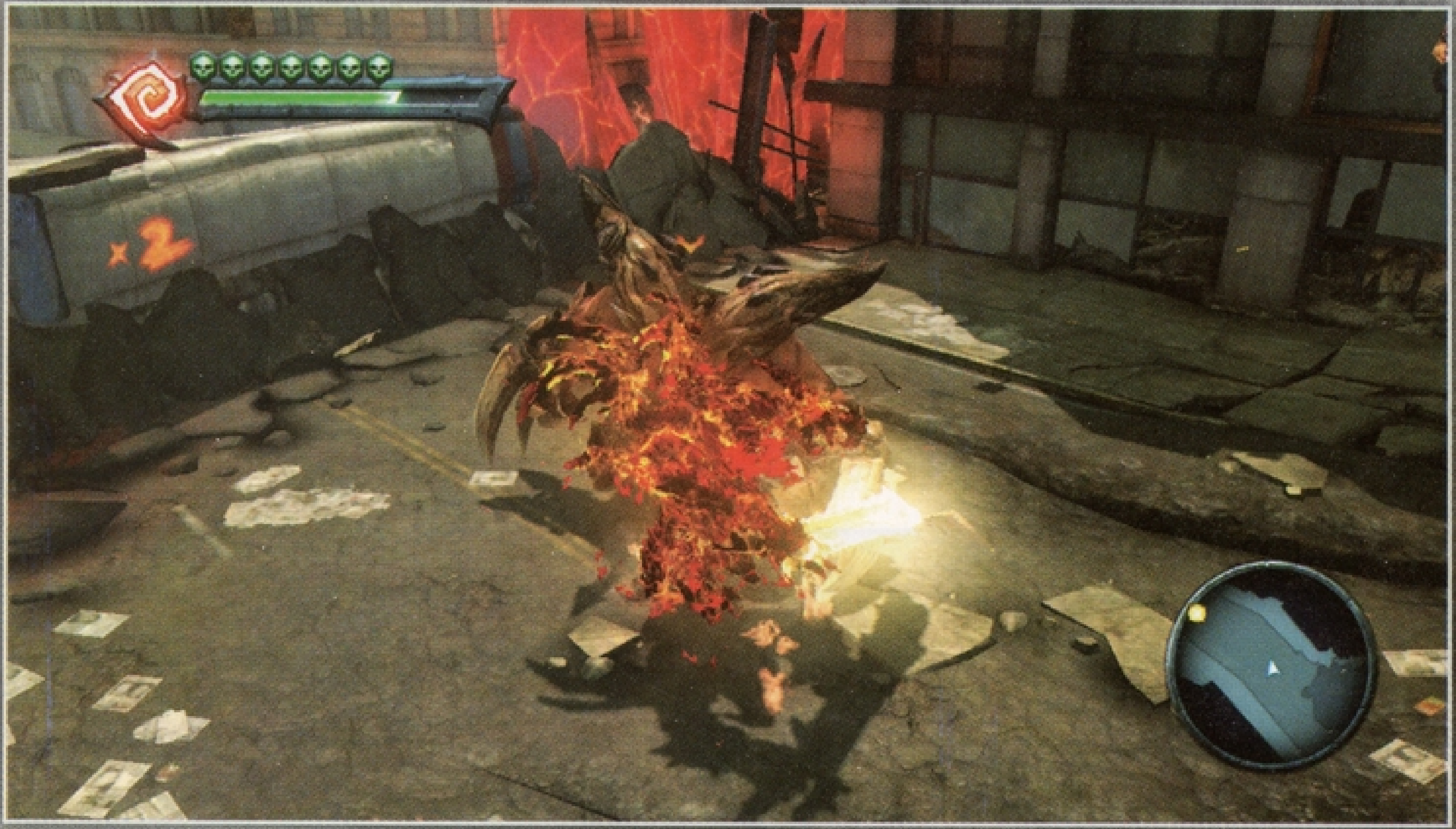
This opening scene takes place in the present and doesn't feature character development or the collectible items that are prominent aspects of later gameplay. There are no Artifacts to find, Souls to collect, or navigational challenges. Follow the onscreen tips and get familiar with the controls. You can access the Map screen, but the Inventory screen is not accessible just yet.

UNLEASHING CHAOS

War leaps into battle against myriad Minions in the streets. His power is immense, and he has seven Lifestones to refill his health meter when necessary. For now, ignore the beast known as a Trauma atop the bus, and bury your sword into the nearest Minions. Watch for the onscreen prompt indicating an enemy is vulnerable to an Instant Kill, and press the Action button to deliver a fatal blow.



The Trauma leaps from its perch on the bus once you destroy the last of the Minions. This coincides with War's Chaos Meter filling. Activate War's fiery Chaos Form and slash at the Trauma until it withers away and dies. War is essentially invincible when Chaos Form is active, so there's no need fear the Trauma's claws.



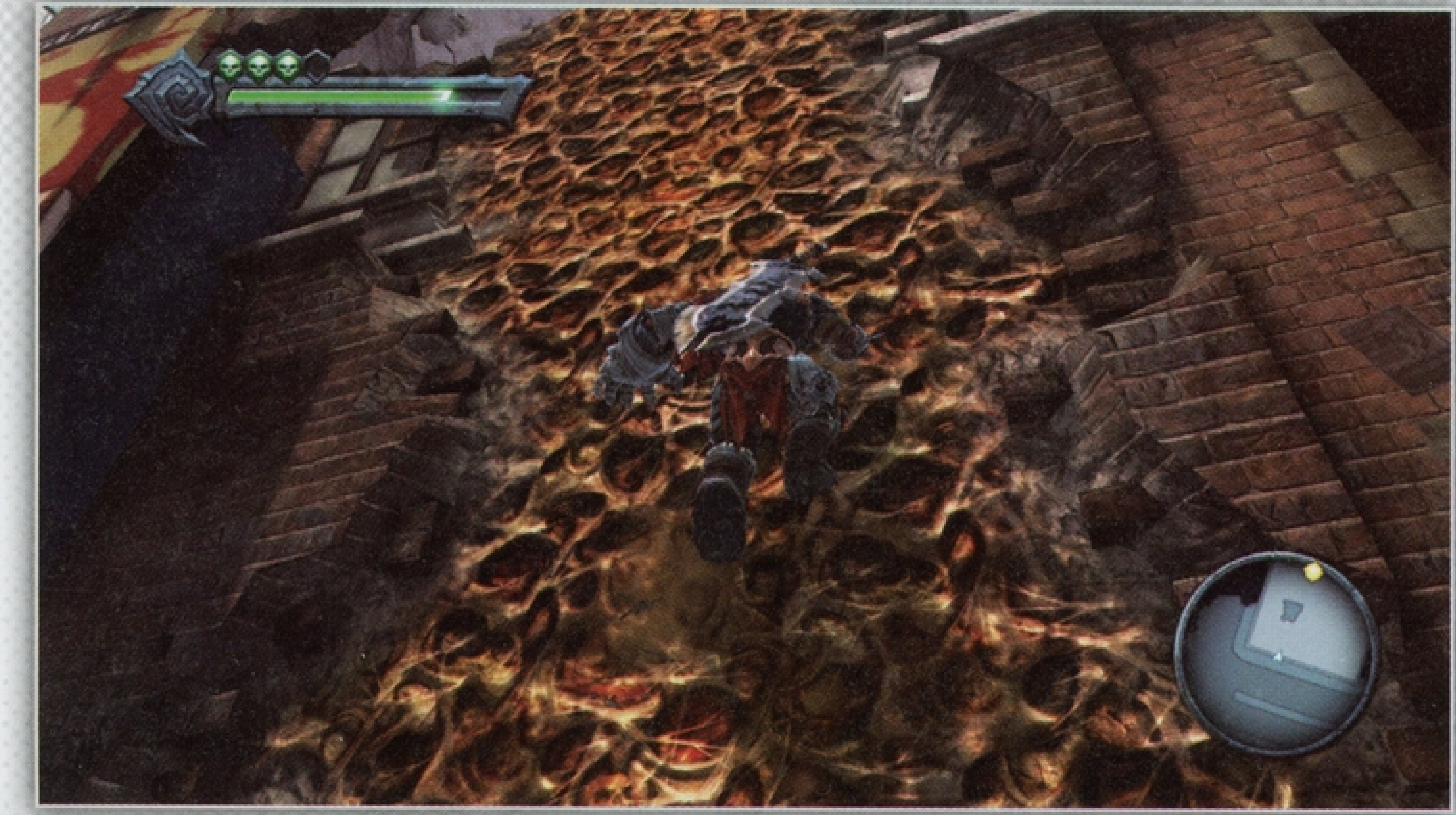
Follow the mini-map's task indicator toward a massive beast known as the Tormented Gate. War remains in his Havoc form as he fights through the throngs of winged Angel Soldiers. Pursue the Tormented Gate past Heaven's army and the occasional Minion. Slay the flock of Angel Soldiers, and continue chasing the Tormented Gate until it breaks free of its shackles and War's powers suddenly vanish. War returns to his normal form, multiple Lifestones vanish, and he is unable to refill his Chaos Meter—he is sufficiently weakened. War must be more careful in this state as he fights the Angel Soldiers. Dash to avoid their projectile attacks. Leap into the air and hold the Sword Attack button to perform a Flipsaw attack.

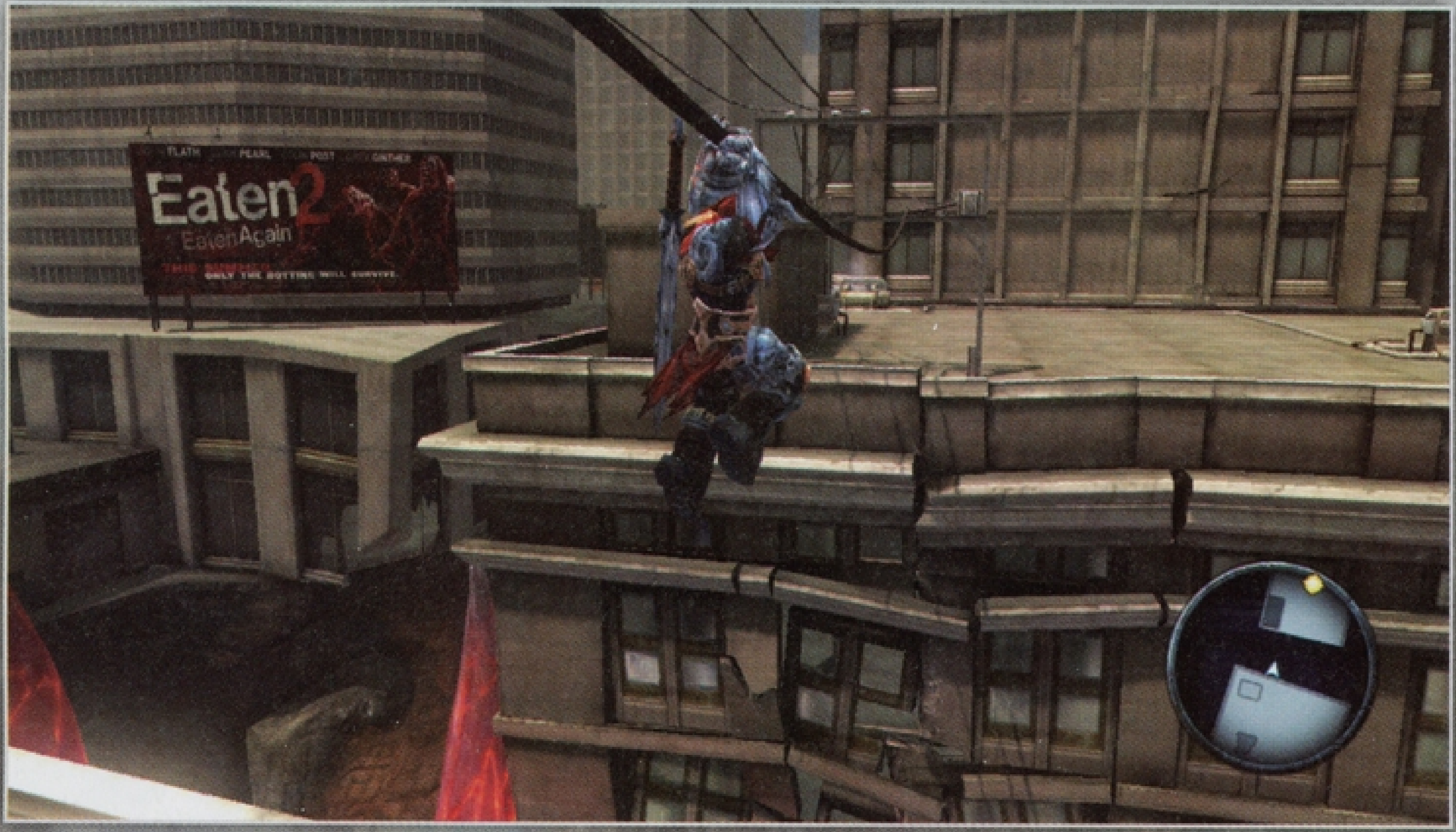
Throwing Vehicles

War can grab objects and vehicles to use as weapons against his enemies. While you're standing next to a vehicle, press the Action button to pick it up. Throw it by pressing the Use Gear button. To ensure a direct hit, it's best to target an enemy via the Focus button before you throw the object. Try throwing one at a helicopter!

ONTO THE ROOFTOPS

Follow the Tormented Gate past the throng of Angel Soldiers and Minions to a building that spawns a climbable honeycomb skin known as Demonic Growth. Scale the building's side, cross through the ruined interior, and ascend to the roof. Approach the power line strung between the rooftops, and press the Jump button to make War leap up and grab the wire. Shimmy over to the next roof.





Several Minions attack War as he climbs the Demonic Growth up ahead. Use the Chaoseater and Movement Controls to fend off the attack as you continue the climb. Clamber into the room at the top of the building. Note the seal across the door. This orange barrier doesn't fade away until War slays all the Hell-spawn in this area. Build a massive combo by chaining together multiple attacks.

War's slashes sometimes sever Minions' legs, leaving them to drag themselves around with just their torsos and arms intact. Line them up for a series of finishing attacks. Glide down the cable at the hallway's end to return to the streets. Fight past the Angel Soldiers toward the boss indicator on the mini-map.

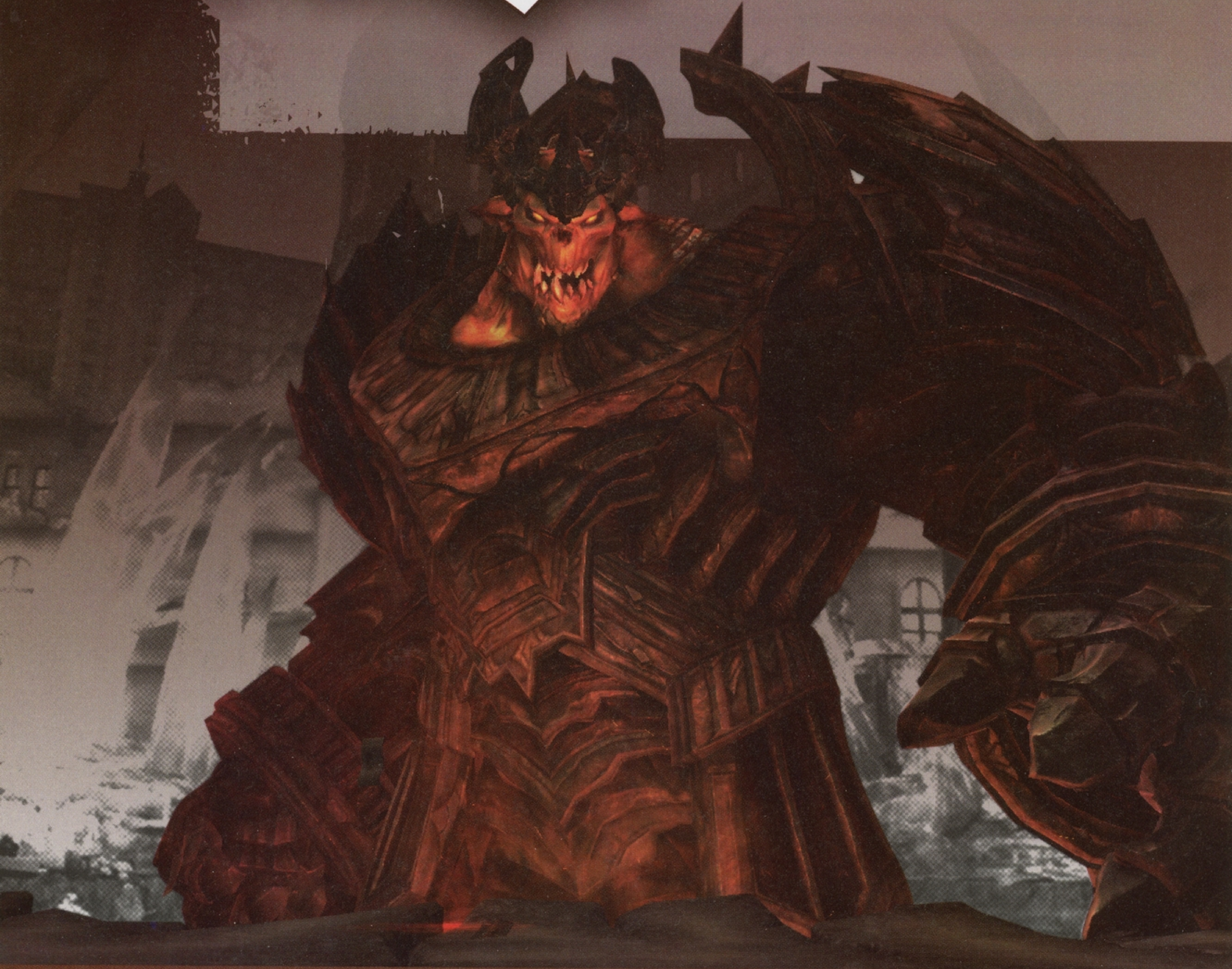
Chain Breaker

Instant Kill attacks are an effective and highly stylish way to defeat a foe, but they take a while to perform and likely end War's active combo. Try to reserve them for use against tougher opponents, or as a way to finish off the last enemy standing.

A DEAD-END STREET

Carefully engage the Angel Soldiers in the street near the intersection. Try to maintain War's health here. Use Flipsaw attacks and the always powerful Skyscraper attack (hold the Sword Attack button) to knock back the Angel Soldiers. Clear the area of Angel Soldiers, and proceed down the road toward the boss indicator on the mini-map.

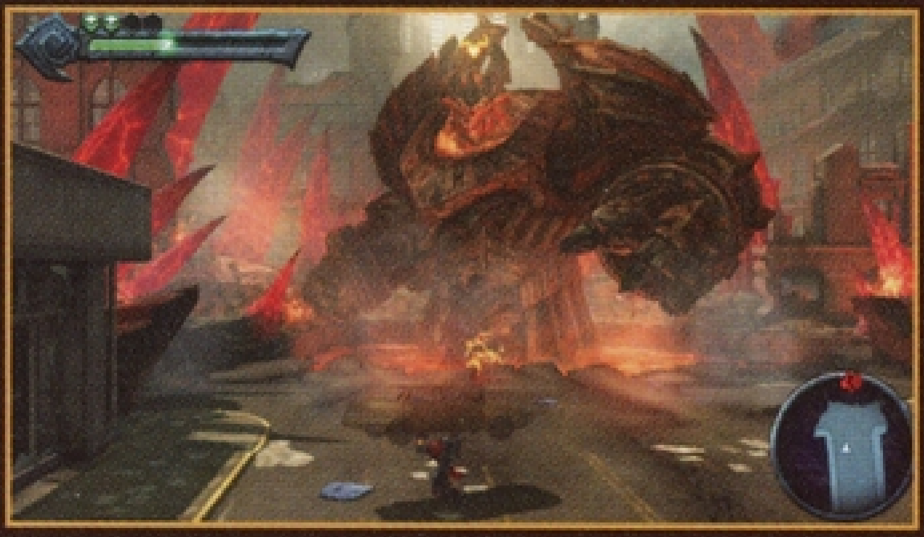
Straga

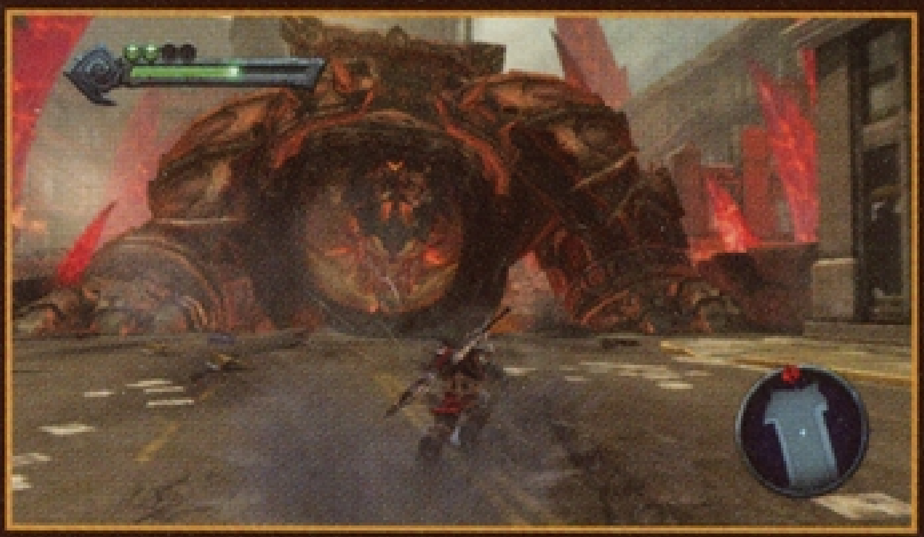


STRAGA'S ATTACKS

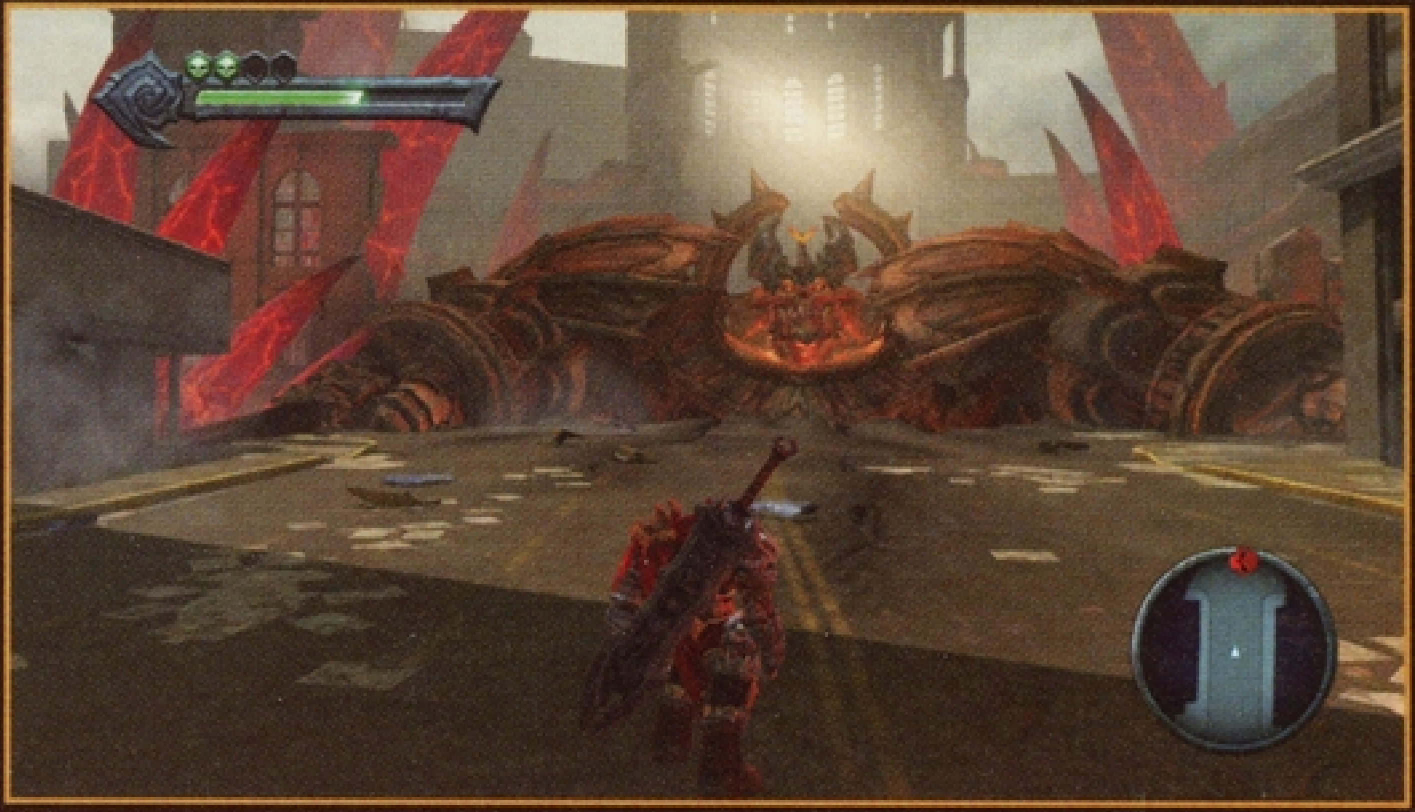
ATTACK	DEFENSE
Megaton Geyser	Run across the street from one side to the other as Straga raises his arm. Dash as the arm strikes the street and unleashes the fiery attack.
Car Toss	Keep moving and Dash to either side of the street as Straga throws the cars.
Street Tilt	Double-jump into the air as Straga lifts up the street and begins to slam it back down.

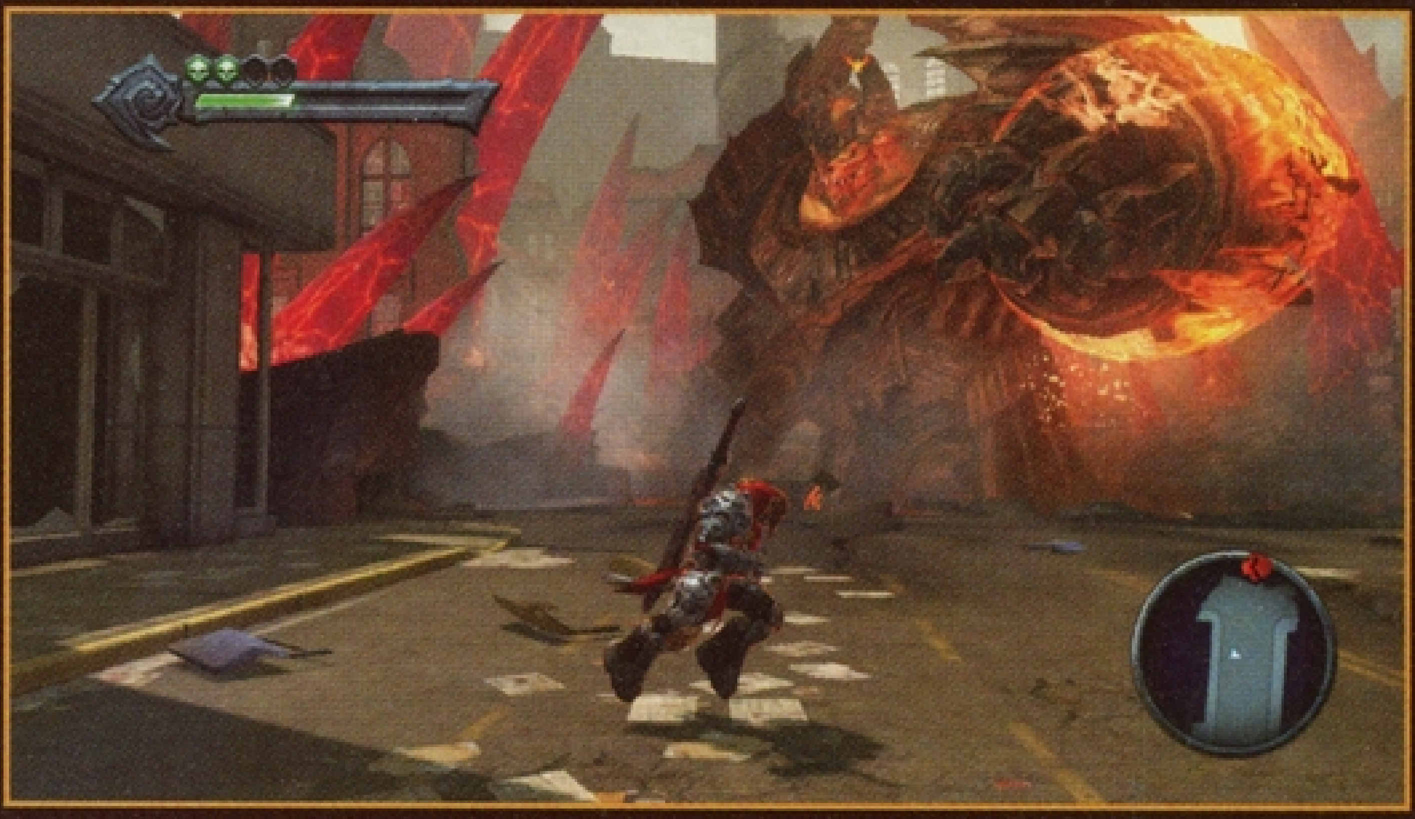
Straga towers over the road, standing waist deep in a mighty crater of fire and brimstone. His enormous arms are as thick as buildings and as the long as the street. Straga frequently lobs ruined vehicles at War when he stands out of reach. War can't attack Straga directly, at least not yet. Dash left and right to avoid Straga's massive arms as they slam the ground, sending fiery waves toward War. Wait for Straga to pull a few cars from his crater and toss them at War. Grab one of the cars, hold the Focus button to target Straga's head, and then throw it at him. Continue this until the beast collapses over the street. Then leap and slash at Straga's face three times to score a critical hit. Quickly back away before Straga unleashes another mighty blast.





Straga has one more trick up his substantial sleeve after the Chaoseater strikes him in the face. He grabs hold of the street, tilting it back and forth before slamming it down. War must leap into the air and double jump to avoid the shockwave that Straga's impressive display of strength causes. Straga follows this attack with another pair of colossal, fiery arm slams. Then he throws the cars again. Grab one of the cars, throw it at Straga's head, and attack with the sword. Complete this attack pattern three times to bring the battle to a close. Some 100 years pass before War takes up a sword again...





THE CROSSROADS

A century has passed since that fateful day when the Horsemen of the Apocalypse rode to meet the Destroyer. The time wasn't right and now War stands before the Charred Council, accused of not abiding the laws concerning the Seven Seals. War, convinced he acted accordingly, pleads to be sent back to the surface in search of the Dark One who betrayed the pact and doomed mankind. War did not start the conflict between Heaven and Hell but was merely caught in the middle. Now he must prove it or suffer eternal damnation under the ruling of the Charred Council.

DEMONS AND ANGELS

WICKED MALE

WICKED FEMALE

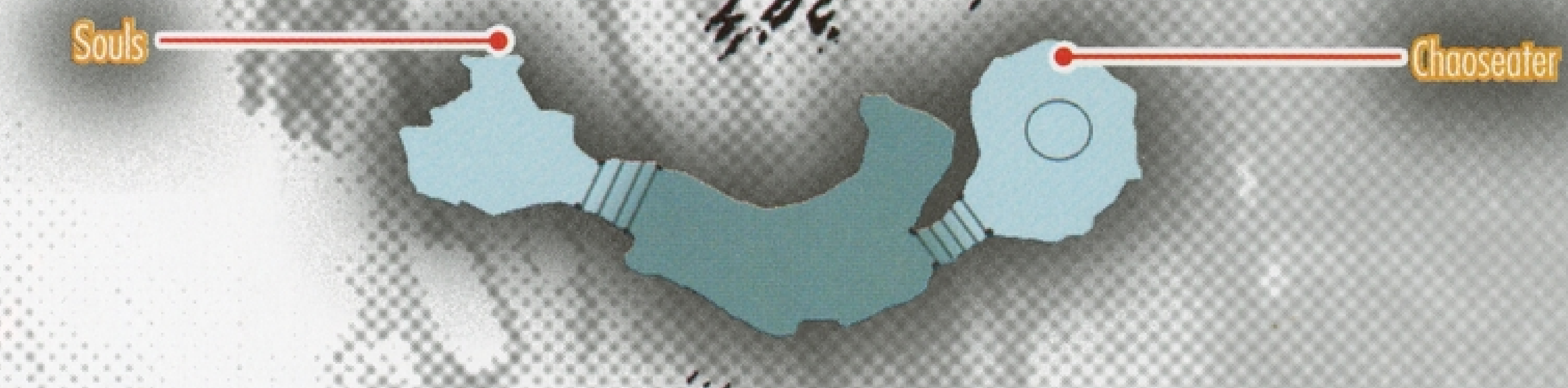
FLESHBURSTER

GHOLEN

PHANTOM GUARD SOLDIER

LASHER

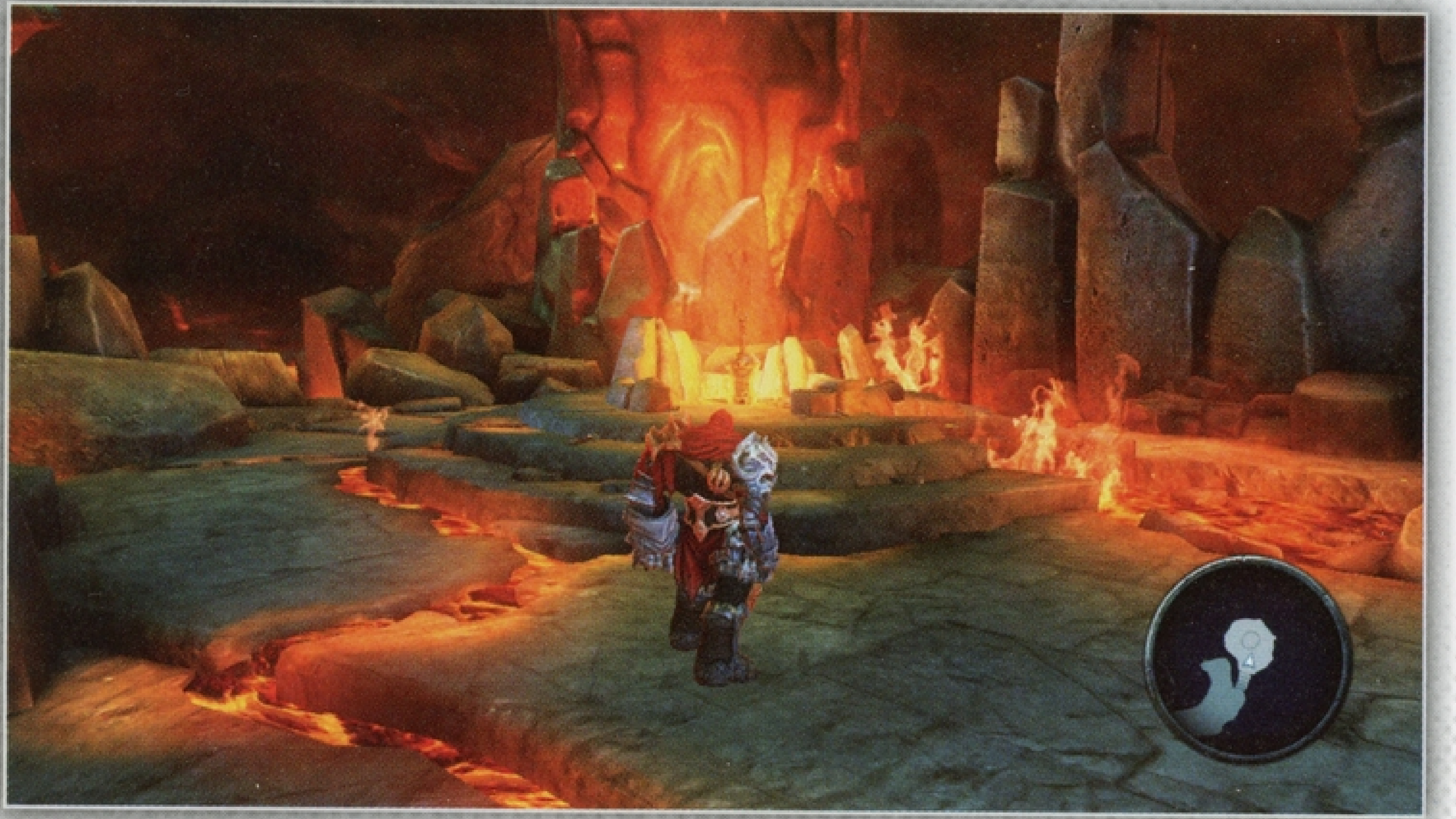
Charred Council



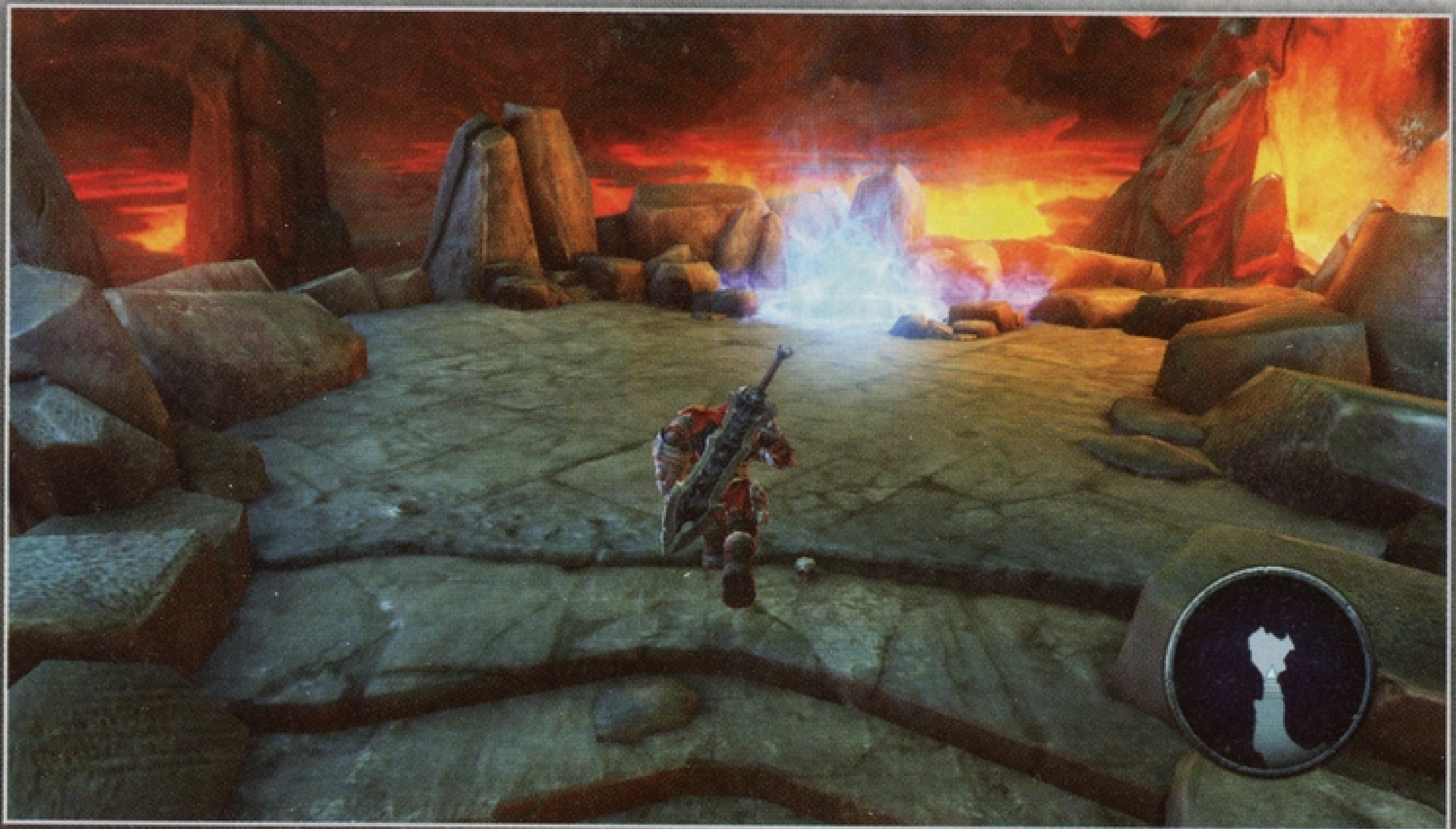
CHARRED COUNCIL TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
-	-	-

War is successful in convincing the Council to return him to the surface in search of those who triggered the false Armageddon. Though the tattling Watcher is assigned to keep dibs on War's whereabouts, War is happy to have a chance at clearing his name. But first he must arm himself! Take the **Chaoseater** from its fiery mount at the top of the steps. Time has drained this weapon of all its power and strength, much like War, and the sword must be upgraded over time.



War must rely on the Souls of the dead as a form of currency in the overworld—they can be traded for valuable items and abilities. Approach the glowing blue font and absorb 200 Souls of the dead. These help to appease the demon known as Vulgrim on the surface. With the Chaoseater equipped and a supply of Souls in his possession, War is ready to return to the surface in hopes of restoring his reputation.



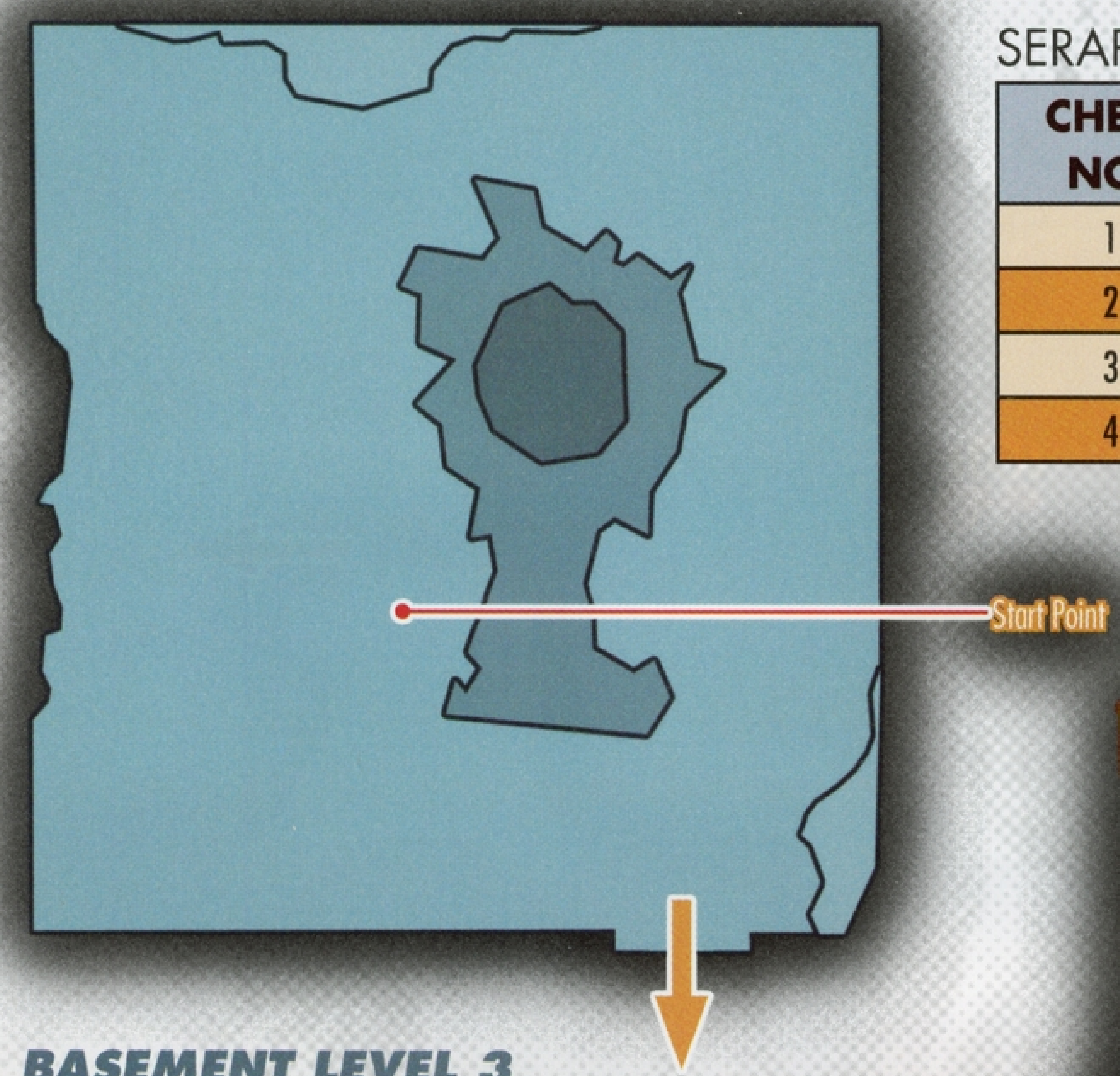
Wrath Powers

War can unleash powerful special abilities by expending what are known as Wrath Cores. The first of these abilities, Blade Geyser, is available to War as soon as he procures the Chaoseater. Blade Geyser unleashes a field of deadly blades around War. Assign the Blade Geyser ability to one of the available "Consumables & Wrath" slots. Hold the Ability menu button and press the corresponding face button to unleash the attack.

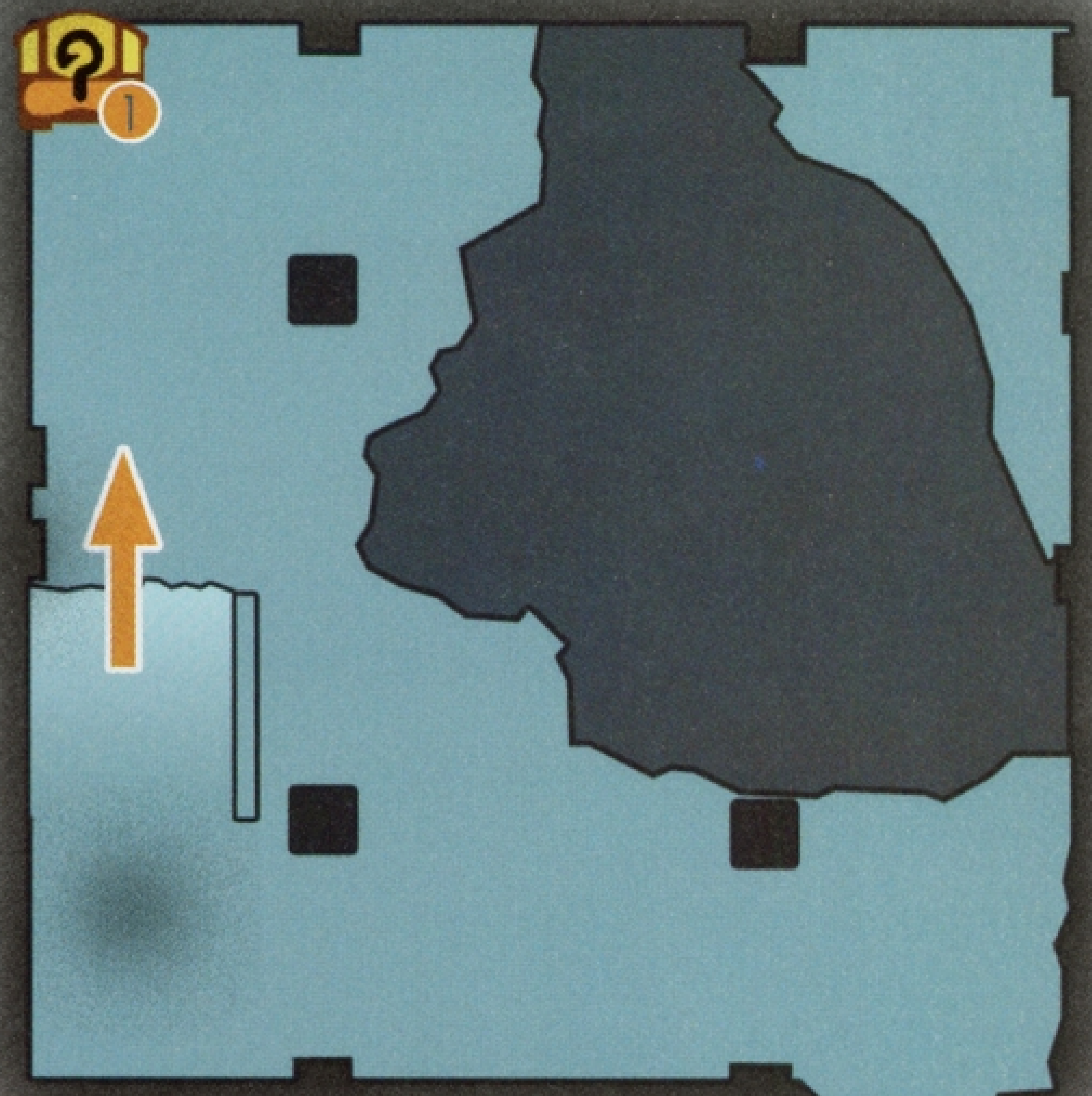
Seraphim Hotel

SERAPHIM HOTEL TREASURE

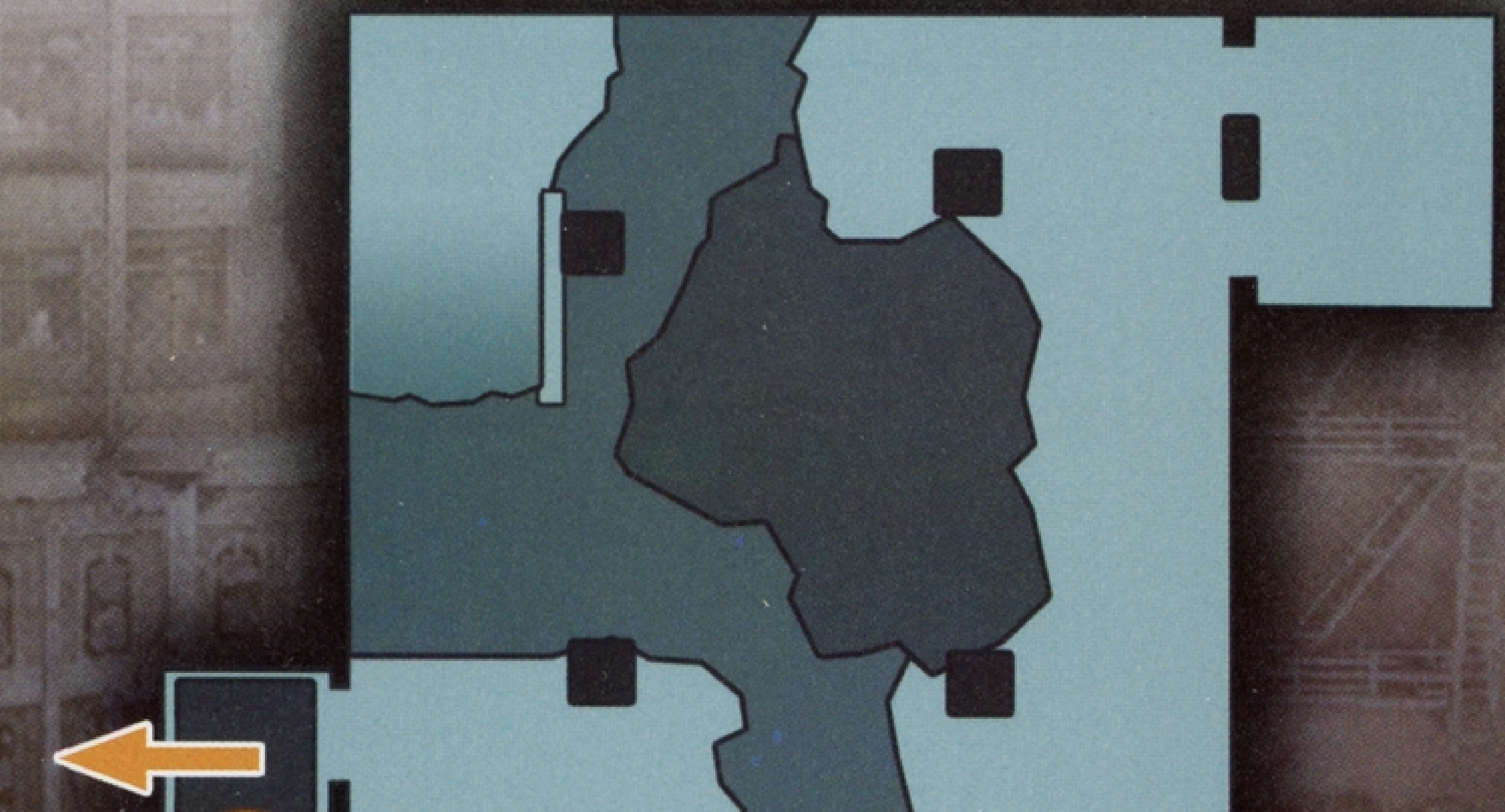
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	100 Souls	-
3	Health	-
4	Health	-



BASEMENT LEVEL 3

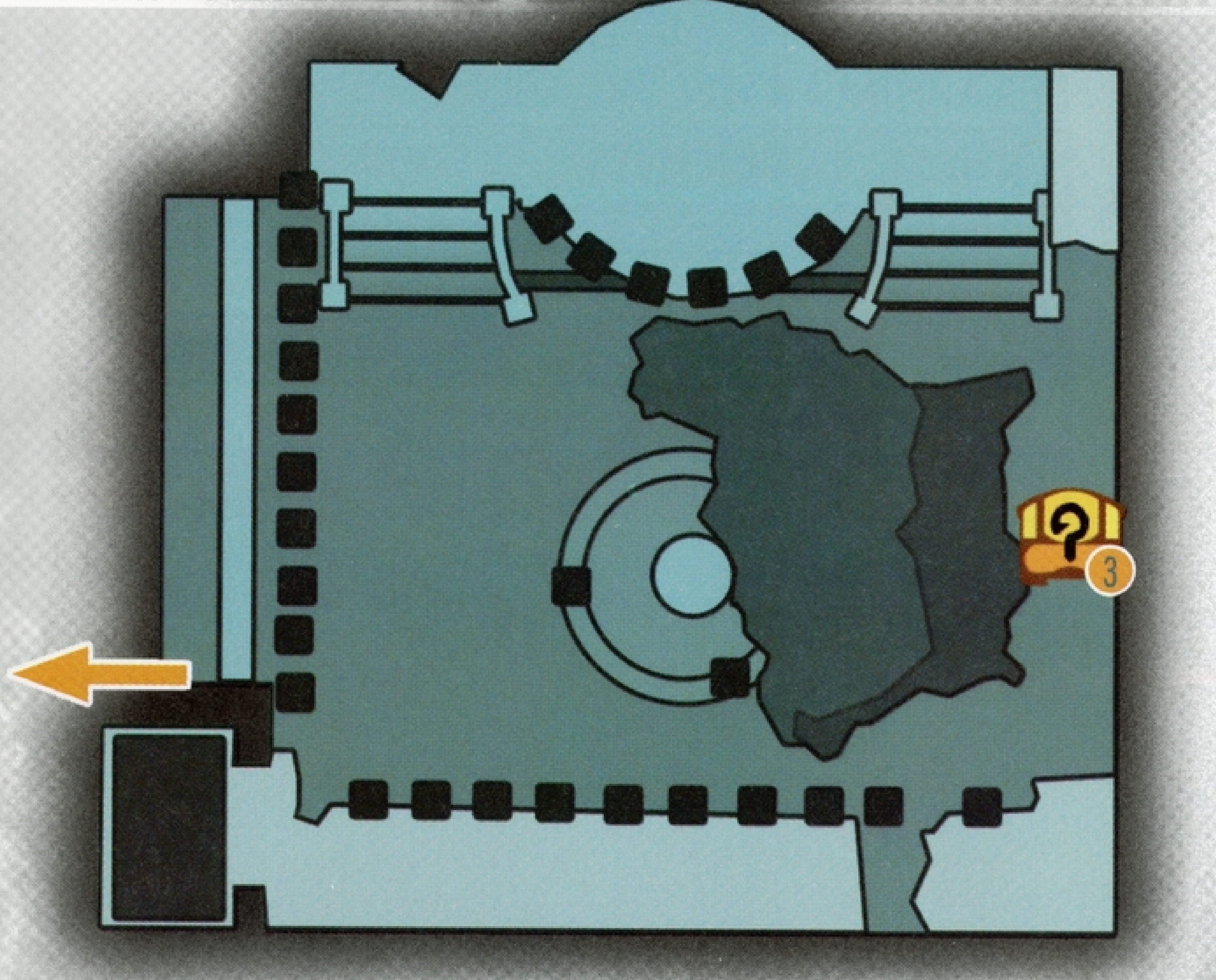


BASEMENT LEVEL 2

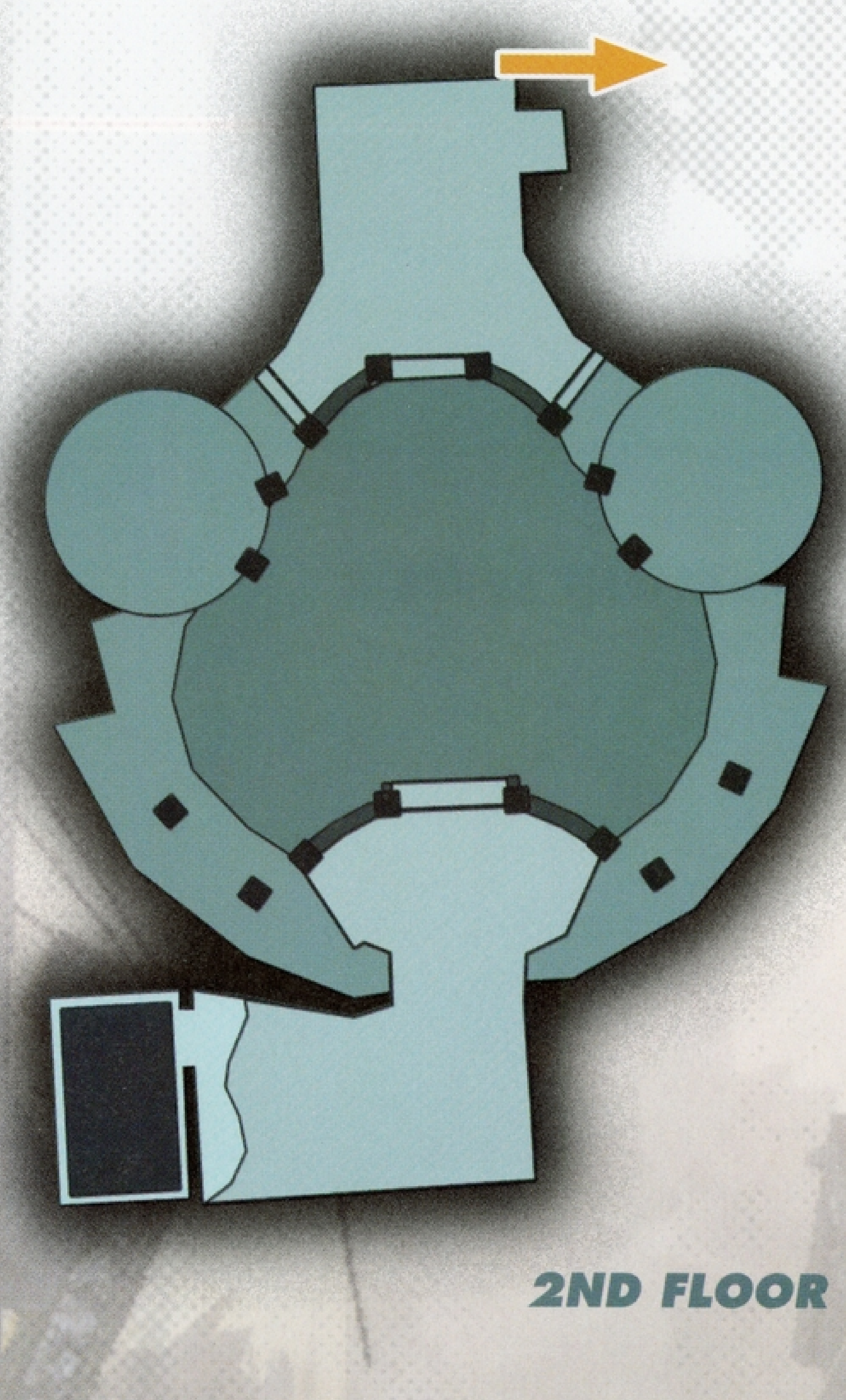


BASEMENT LEVEL 1

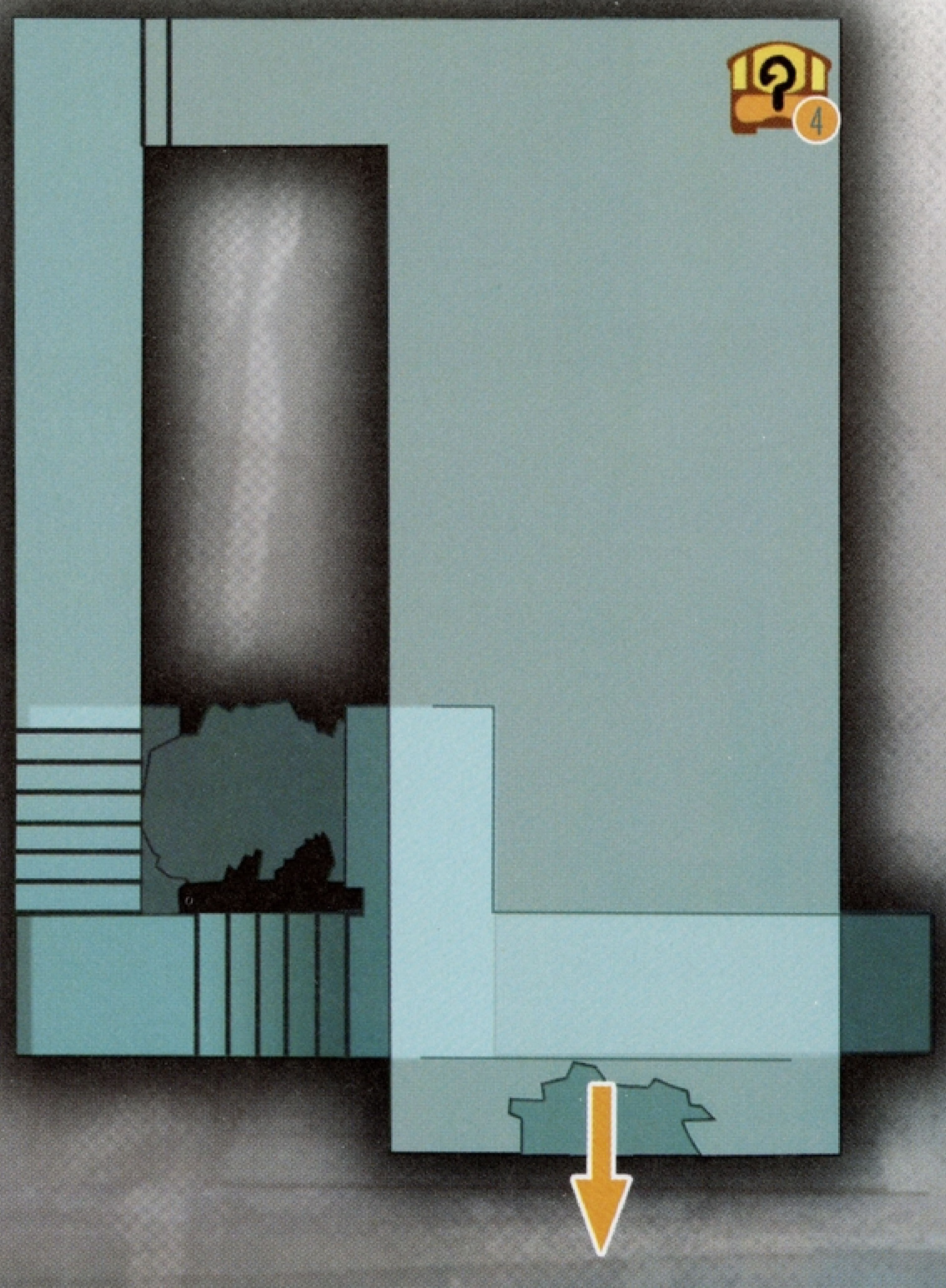
Seraphim Hotel



1ST FLOOR



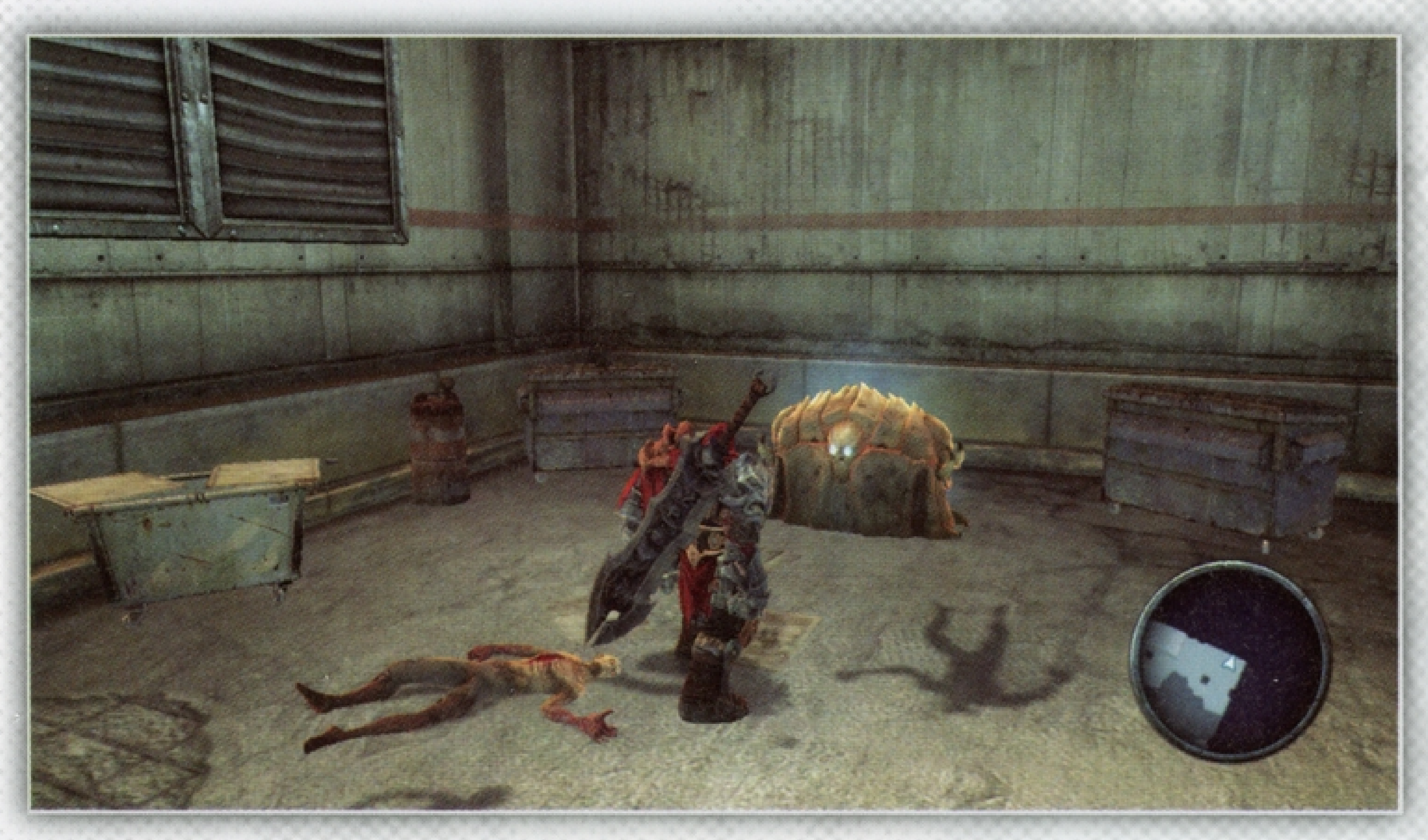
2ND FLOOR



3RD FLOOR

Find the Demon, Vulgrim

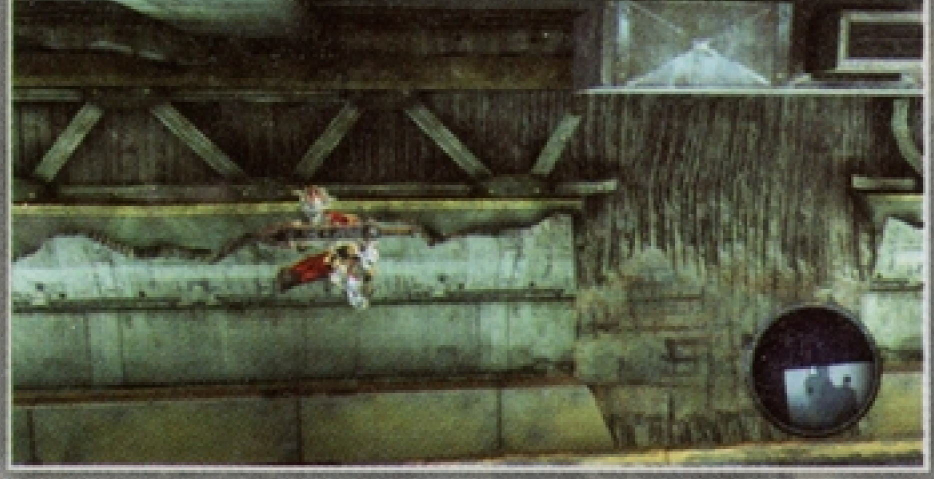
War's trajectory is a little off, and he and the Watcher crash-land in an abandoned hotel's parking garage. Smash the cars to gain additional Souls, and climb the Demonic Growth to the second level. Explore this area for the casket in the corner—press the Action button next to it to retrieve the 100 Souls trapped within it.



Soul Hoarding

As soon as War reaches the city street of The Crossroads, Vulgrim takes all of the Souls War has in his possession. Get into the habit of smashing every vehicle and object you can to harvest as many Souls as possible. However, there's no need to start just yet, as Vulgrim takes them all anyway.

Double-jump across the gap in the ramp leading to the next level. Then shimmy across the ledge, and leap across the hole in the floor. Slash through the first stumbling wave of Wickeds. Throw a car or two at them to beat them back. Then leap up to the pipe and shimmy across the next gap. Approach the elevator shaft and leap down to find another casket. Then climb the Demonic Growth to the upper floor.

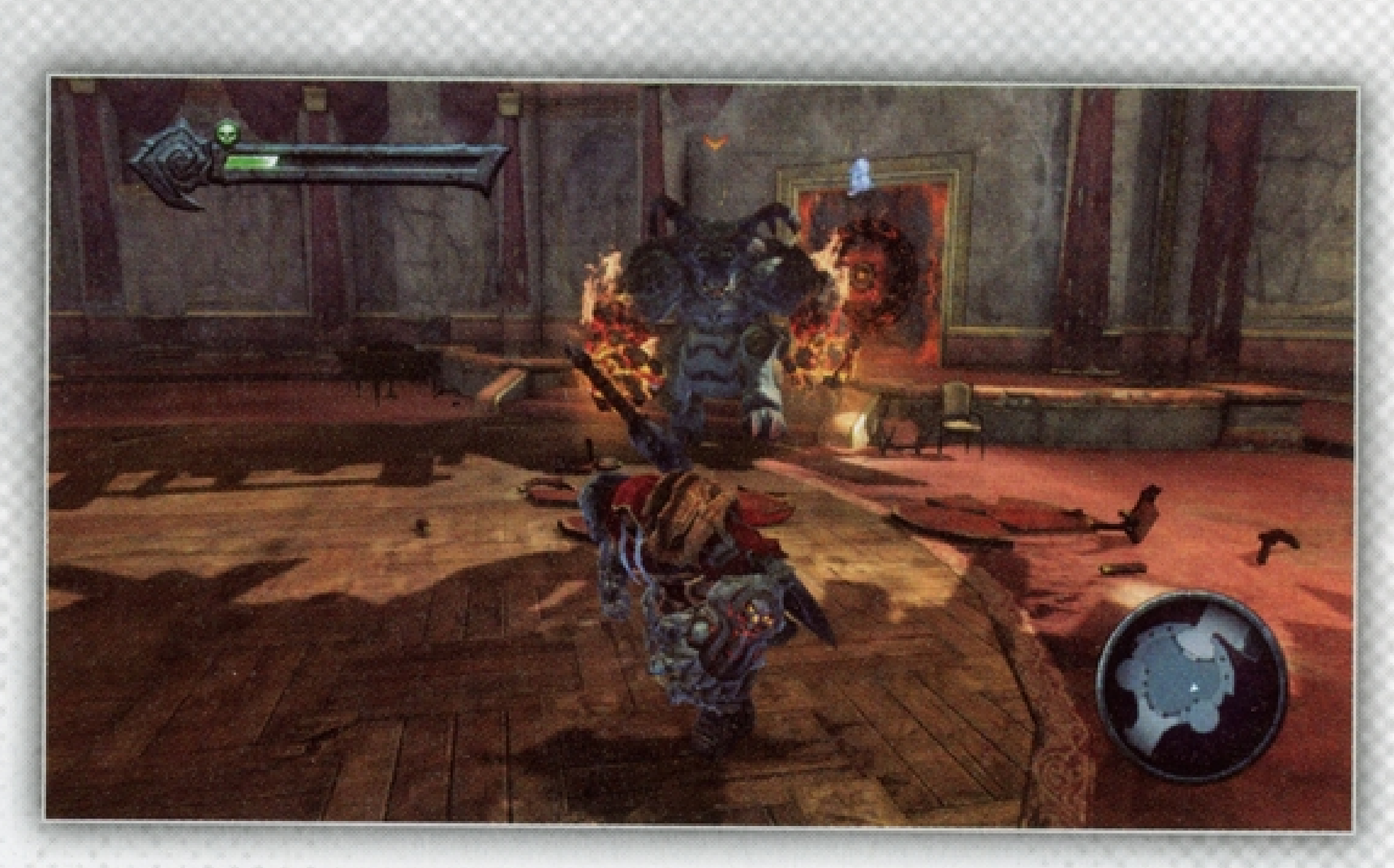


BALLROOM BLITZ

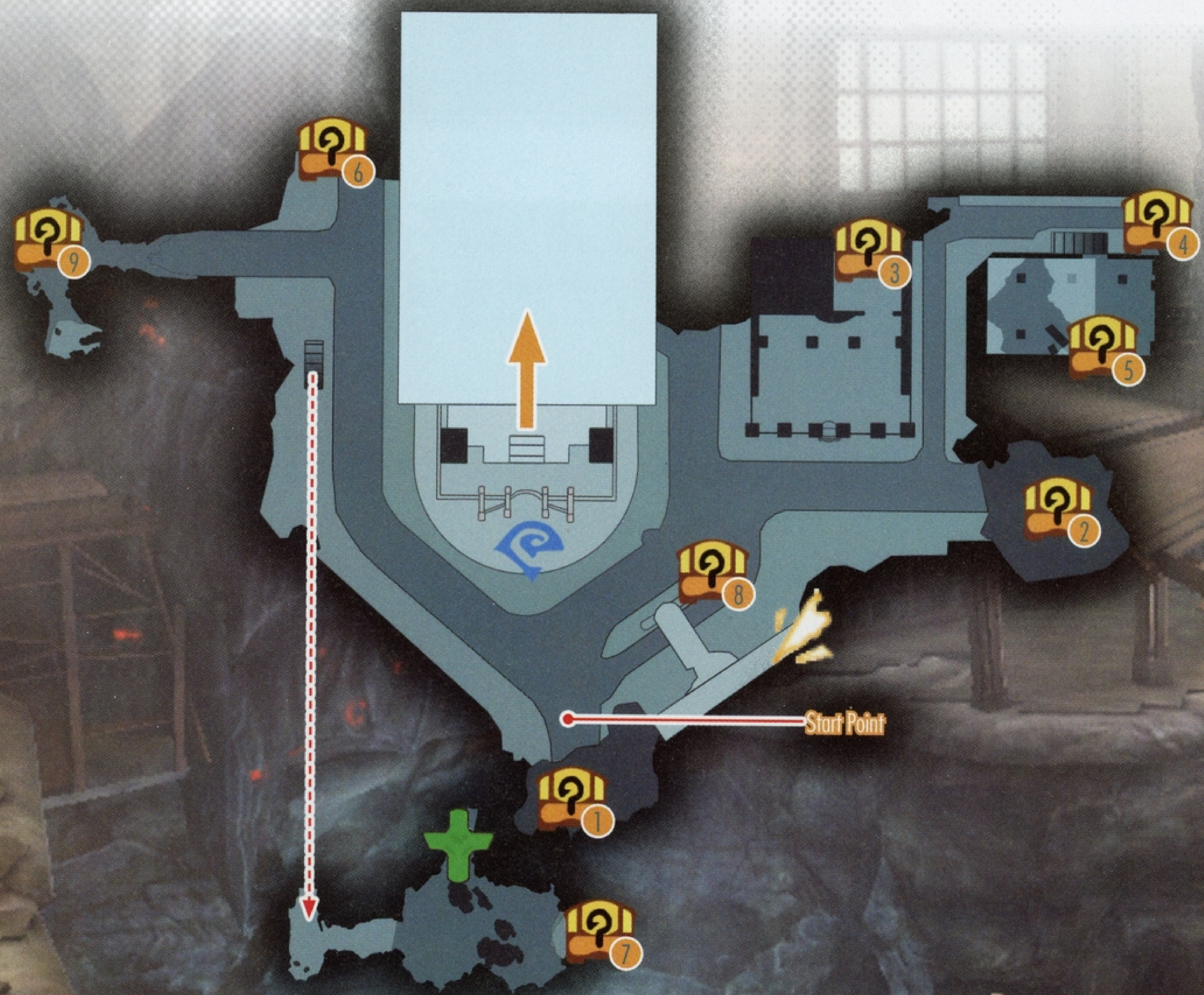
The upper floor is a grand ballroom and contains six Wickeds and a large, fiery creature known as a Fleshburster. This molten abomination erupts in a flaming explosion after it is weakened. Keep moving, slice through the lesser creatures first, and then use hit-and-run attacks on the larger Fleshburster. Watch for it to stand still and bellow, then move away before it erupts! Push the large, stone block against the wall in the corner. Before you leap up to the next floor, refill your health meter at the green Soul Casket in the corner.

Shimmy across the pipes in a clockwise direction to reach the enemies on the upper level. Then proceed to the elevator shaft in the corner. Climb the Demonic Growth to the top floor, where a seal spreads across the exit, trapping War in this area. Quickly slash through the horde of Wickeds so you can then focus on the tougher creature that appears.

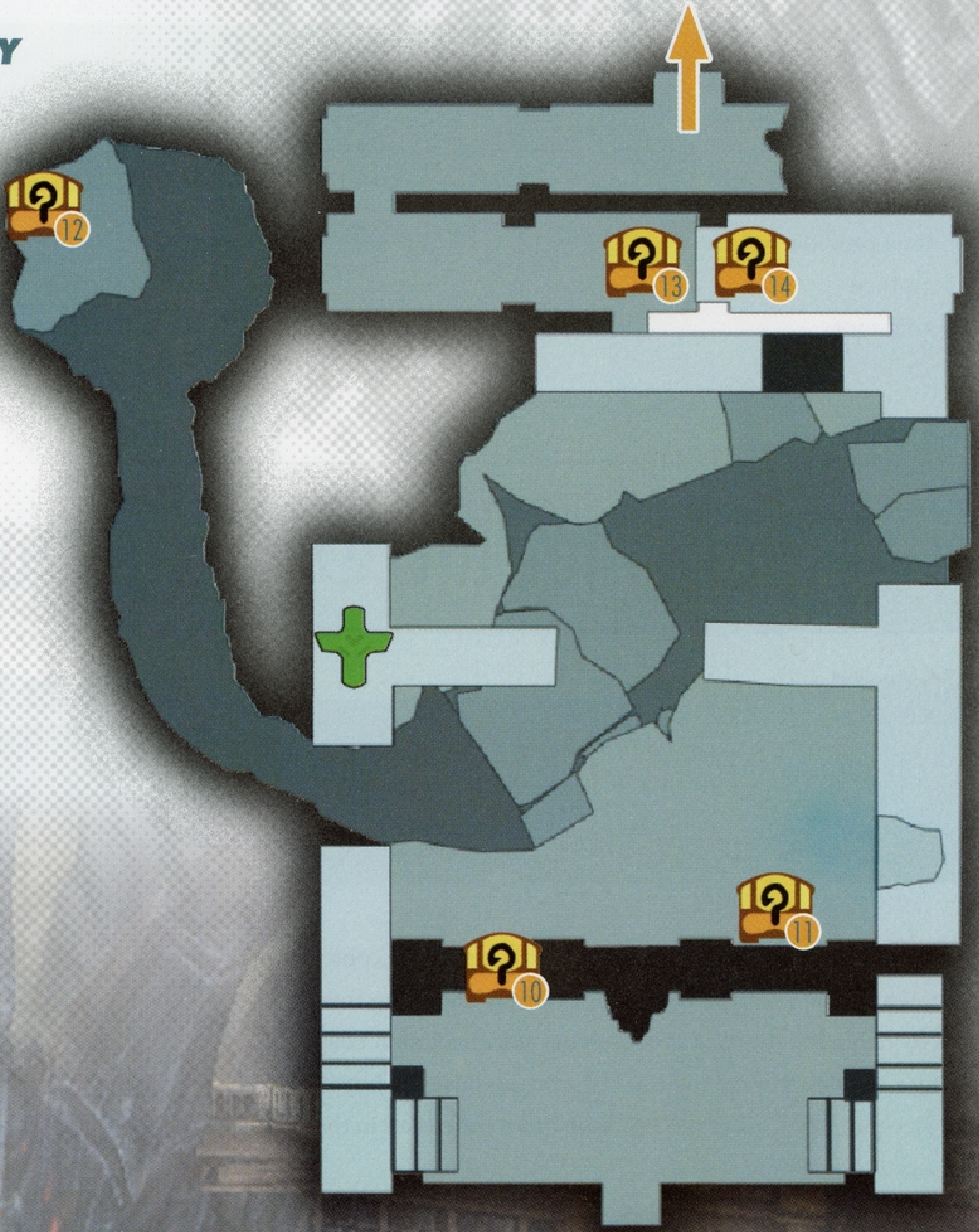
This large, dinosaur-like creature is a Gholen. It has flaming hands, and it pounds the ground and charges after War with abandon. It's a formidable foe that can overpower War—use your superior intellect to overcome the discrepancy in strength! Before you move in for the kill, maintain a safe distance and throw tables, chairs, and the piano at the beast. You get Souls for breaking the furniture, but more importantly, you can weaken the beast while remaining safely out of its reach. Fight through the spiraling hallway and exit the hotel from the top floor to reach The Crossroads.



The Crossroads



LIBRARY



THE CROSSROADS TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	Health	-
3	100 Souls	-
4	Health	-
5	100 Souls	-
6	Health	-
7	200 Souls	-

CHEST NO.	CONTENTS	ABILITY REQUIRED
8	500 Souls	Smash all 6 fire hydrants
9	Hellfire Enhancement	Tremor Gauntlet
10	Health	-
11	100 Souls	-
12	Lifestone Shard	-
13	Health	-
14	Wrath Shard	Abyssal Chain

War finds the demon Vulgrim in the center of the plaza and is quickly relieved of the Souls he has acquired thus far. Vulgrim agrees to help guide him on his path toward the Destroyer, but there is a price. War must provide Vulgrim with a steady supply of Souls—information and guidance doesn't come cheap.

DEATH DEALER

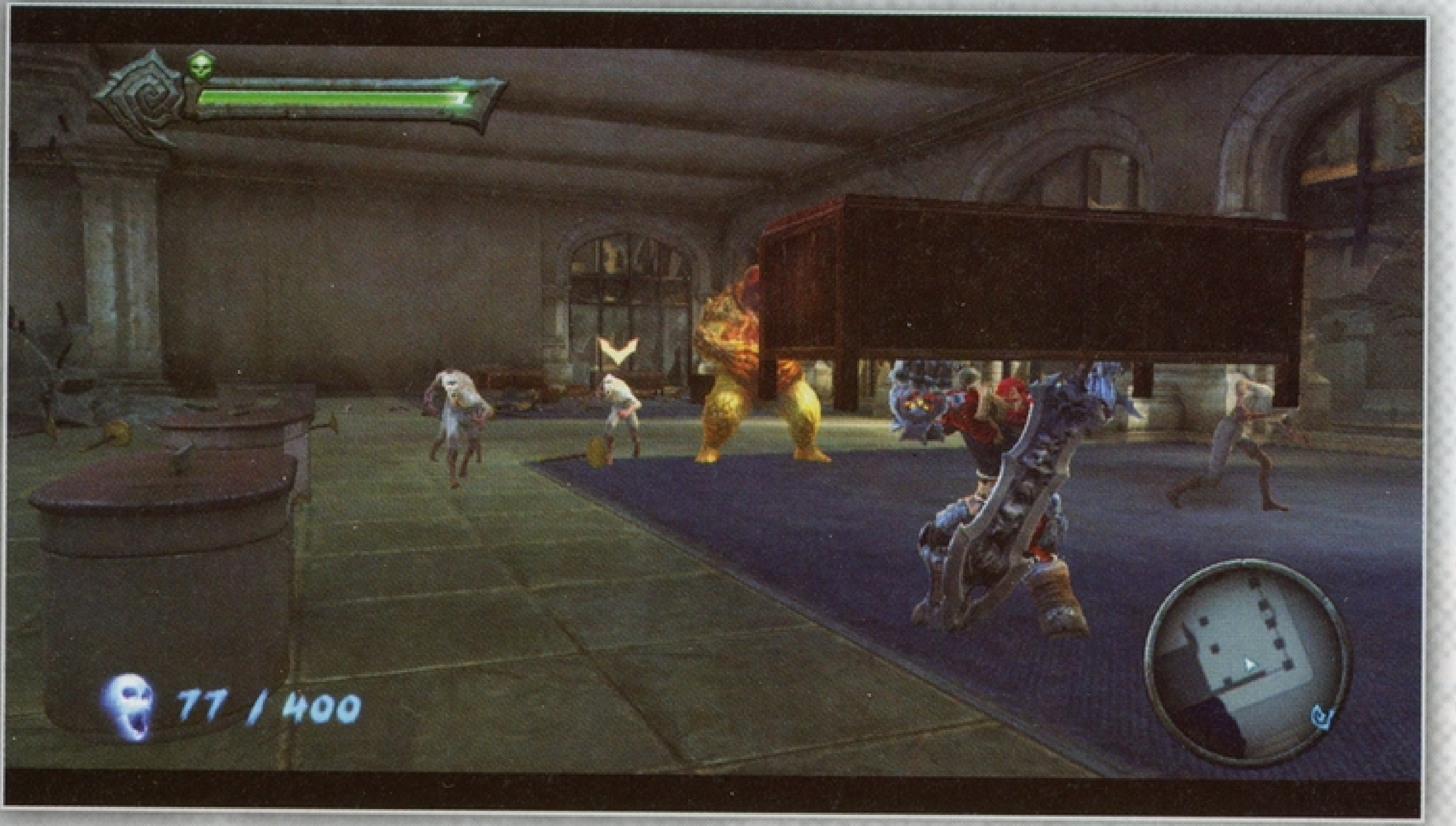
War encounters Vulgrim for the first time at The Crossroads, after fighting his way through the parking garage and Seraphim Hotel.

Collect 400 Souls for the Demon, Vulgrim

Hoardseeker Obtained!

Vulgrim gives War a helping hand by handing over the Hoardseeker item upon their initial meeting. This demon trinket reveals the locations of all nearby chests and other items of value on the map.

Vulgrim has that which War needs to continue his quest, but his assistance comes at a price. Scour the area known as The Crossroads for blue Souls by smashing trees, lampposts, and cars, and by defeating the hordes of demons you encounter. Leap through the office building's windows to the right of Vulgrim, and use the furniture inside to defeat the fiery Fleshburster. Collect the 100 Souls from the casket in the back room before you return to the street.



The street alongside this office is crawling with Wickeds, Phantom Guard Soldiers, and a Gholen! Be extra careful when you venture down this road. Use War's blocking ability to create countering opportunities against the Phantom Guard Soldiers. Exploit the smattering of vehicles as weapons against the Gholen.

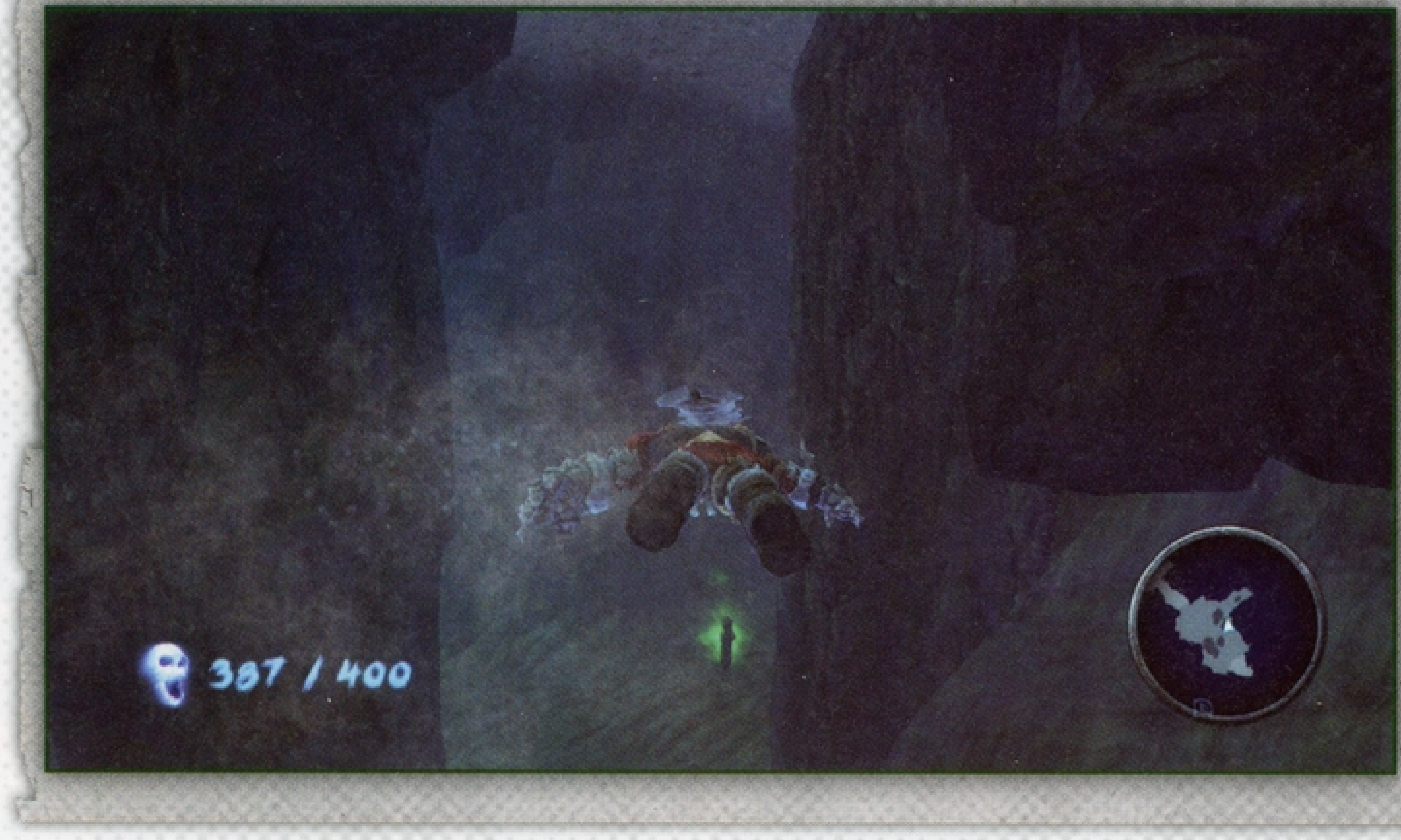
Health the Raven

Be on the lookout for large, black birds that occasionally flutter at head height near the street. Though they pose no physical threat, these ravens are ornery enough to dive-bomb War. Slice them in two with a single sword slash to gain some extra health Souls.

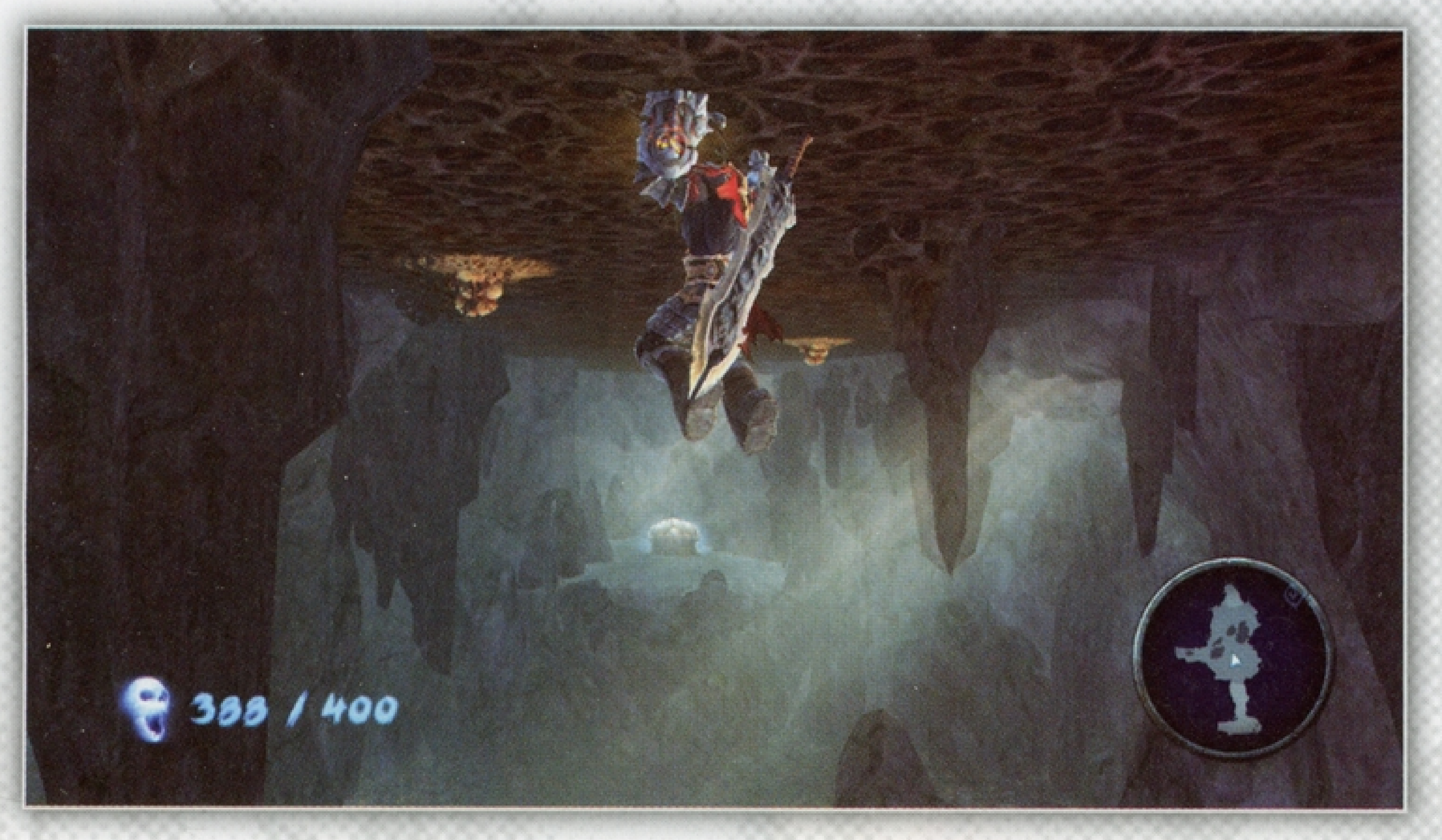
You can find additional caskets in each of the craters at the ends of the streets. Leap down to find the casket, and then climb the Demonic Growth to return to the street. Move to the square's western side to rack up a huge combo against Phantom Guard Soldiers and Wickeds. Then venture down into the flooded cavern at the base of the subway stairs.

ARTIFACT: SOLDIER

Descend the stairs on the map's west side and dive into the water inside the cavern. Swim down into the murky depths to find this **Soldier Artifact**. Vulgrim buys Soldier Artifacts such as this in exchange for 500 Souls. Collect all of the Artifacts to unlock an Achievement/Trophy.



Climb the Demonic Growth along the top of the underground cavern toward the casket in the distance. Beware the Lashers that drop down to attack from the Demonic Growth—be ready to swing the Chaoseater as soon as the skull piles that form their heads start to move! Return to Vulgrim and exchange the Souls for the **Earthcaller**. This horn allows War to open Tormented Gates and access new areas. You can also use it to blow back lesser creatures.



TO MOVE A MOUNTAIN

Meet Vulgrim in The Crossroads and acquire the 400 Souls he demands. In return, he gives War the horn known as the Earthcaller. You can use it to blow aside lesser enemies and to open the massive Tormented Gates that control access to new areas.

Trading with Vulgrim

War uses the Souls he acquires from defeating demons and smashing objects as currency for trading with Vulgrim. Vulgrim sells numerous abilities and items, including special attacks, Wrath abilities, weapons, and restorative items. Exchange the Soldier Artifact you find in the watery cavern for an additional 500 Souls, and purchase the Harpoon Tackle or Flipsaw attack if possible.

Secret Chest: Destroy the Fire Hydrants

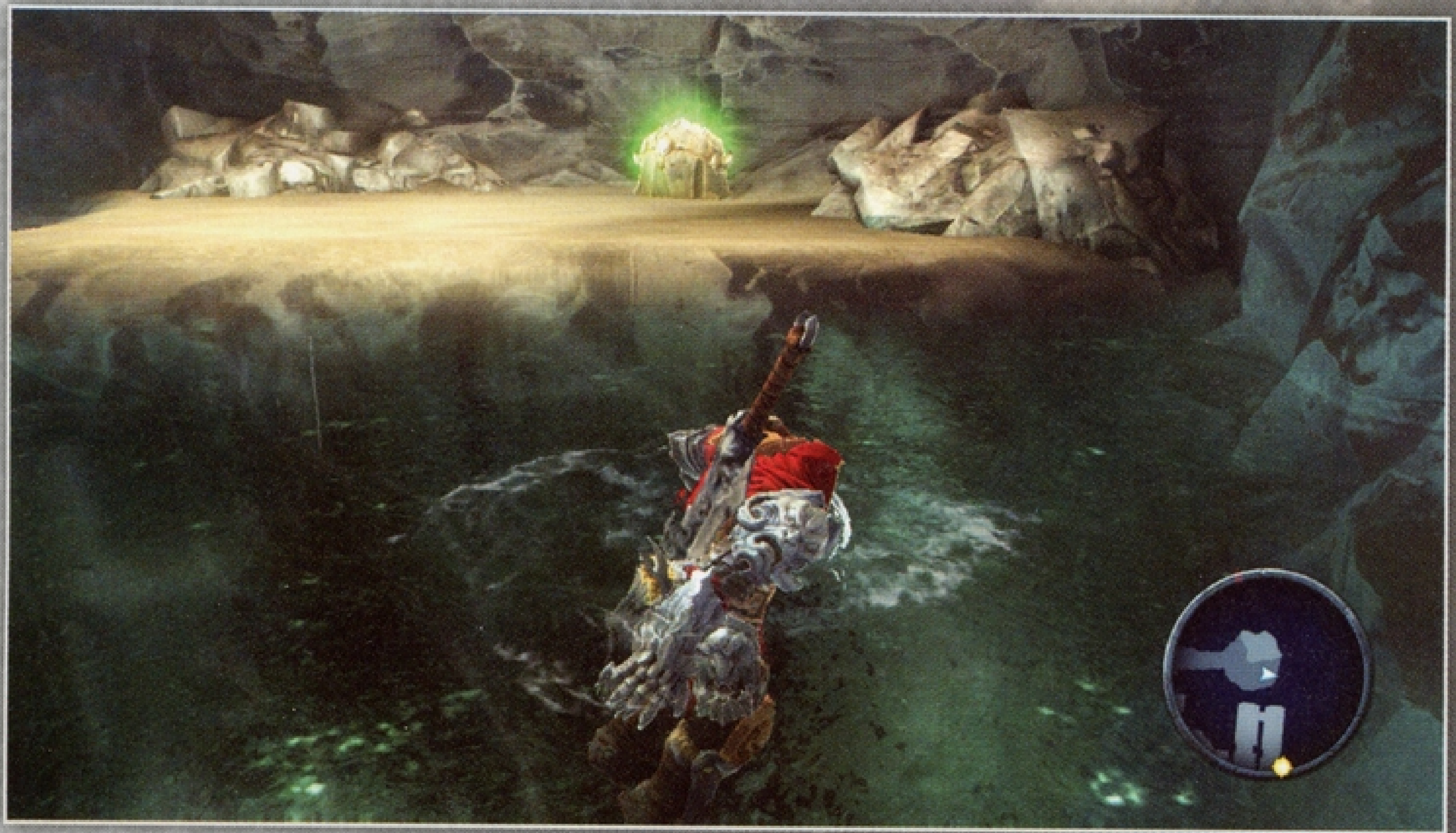
Smashing all six fire hydrants in The Crossroads' streets gives War a much-needed shower, and it triggers the appearance of a secret casket containing 500 Souls! The hydrants are located on the sidewalks: one is near the stairs leading to the underground cavern, and the other five are along the main street to the west of Vulgrim's location. The casket appears under the awning across from Vulgrim.

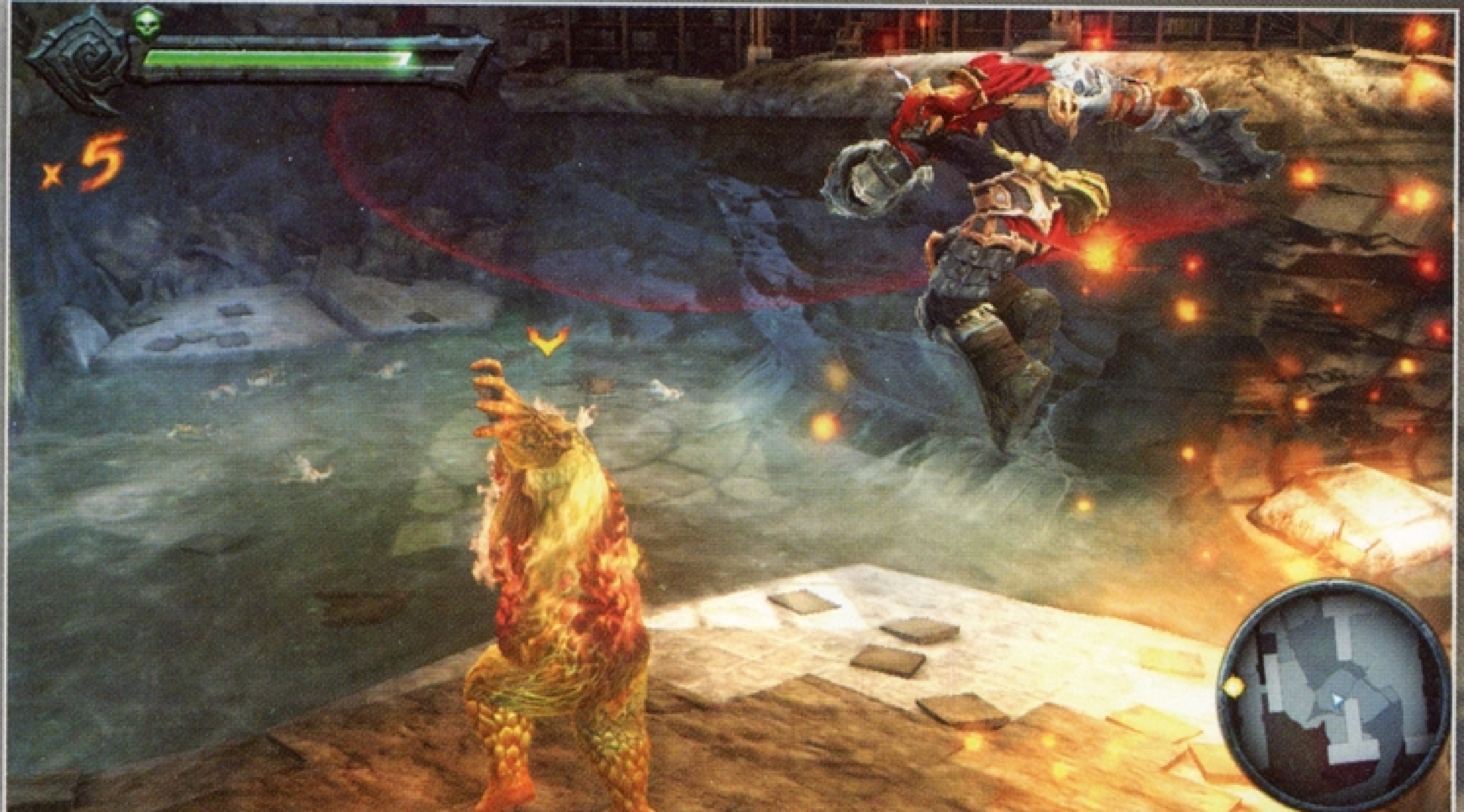
Find the Demon, Samael

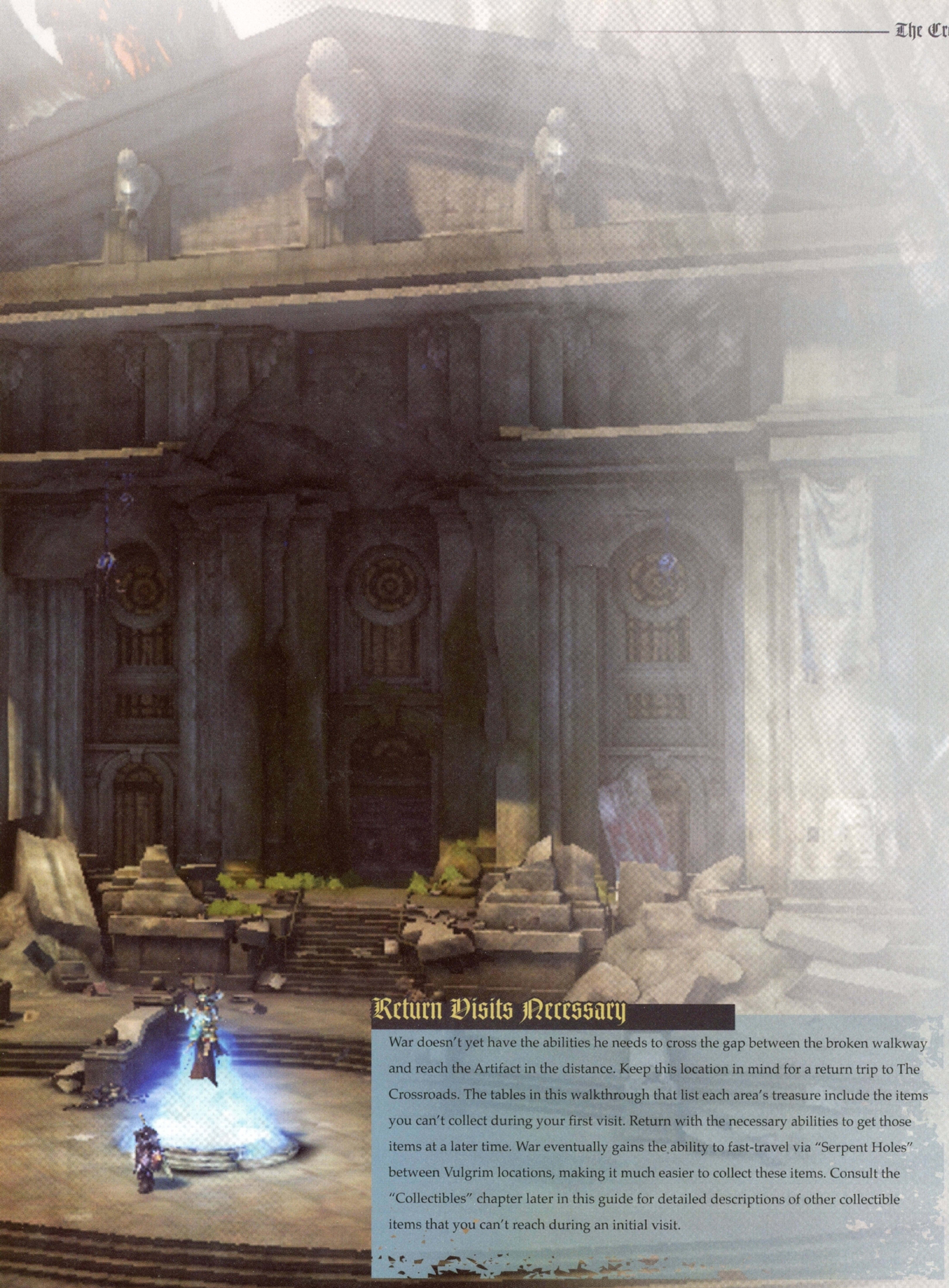
Equip the Earthcaller and run up the stairs behind Vulgrim. Blow the horn to open the gate. War must make his way through the library to reach the Scalding Gallow where Samael is held.

INTO THE LIBRARY

Ascend the stairs on the left around to the library's interior, where several Wickeds await. Slash through the enemies on the main floor. Then drop into the crater, where another fiery Fleshburster and a pool of water await. Swim through the underwater tunnel to find a secret room that holds a casket containing a **Lifestone Shard**. Return the way you came. Defeat any lingering enemies and clamber up the collapsed bookshelves to cross the room to the hallway on the far side. Kick open the door at the end of the hallway to enter the Scalding Gallow.







Return Visits Necessary

War doesn't yet have the abilities he needs to cross the gap between the broken walkway and reach the Artifact in the distance. Keep this location in mind for a return trip to The Crossroads. The tables in this walkthrough that list each area's treasure include the items you can't collect during your first visit. Return with the necessary abilities to get those items at a later time. War eventually gains the ability to fast-travel via "Serpent Holes" between Vulgrim locations, making it much easier to collect these items. Consult the "Collectibles" chapter later in this guide for detailed descriptions of other collectible items that you can't reach during an initial visit.

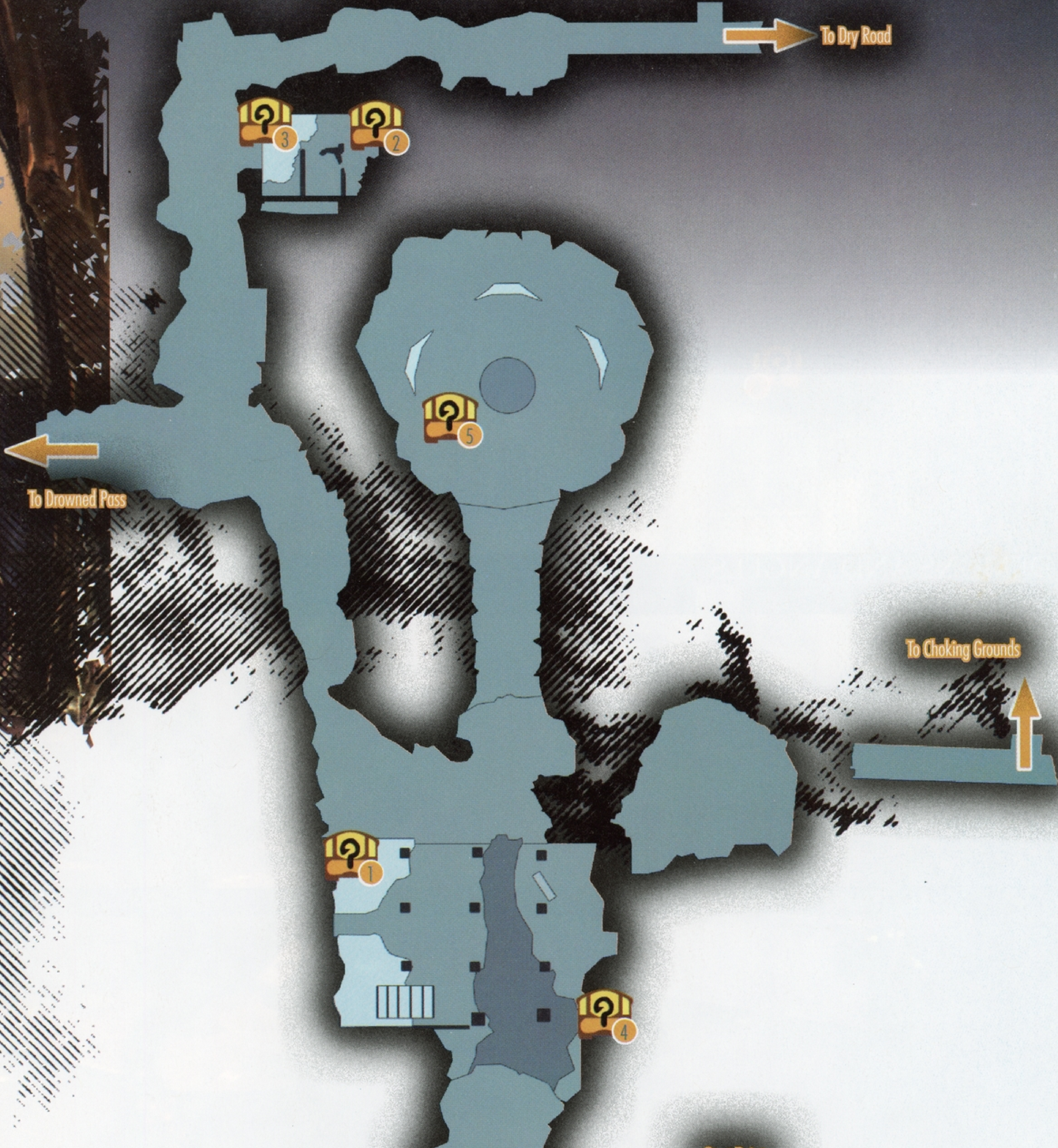
SCALDING GALLOW

Vulgrim maintained his side of the bargain and handed over the mystical Earthcaller horn. War used the horn to remove the Tormented Gate from its station at the Library entrance. This allowed War to cross the dilapidated structure to the Scalding Gallow beyond. The great and treacherous Samael is held beneath the dais at Scalding Gallow. War must break him free in hopes of enlisting his help to reach the Black Throne. Of course, there's no guarantee that Samael won't relish the opportunity to rip a Horseman like War limb from limb.

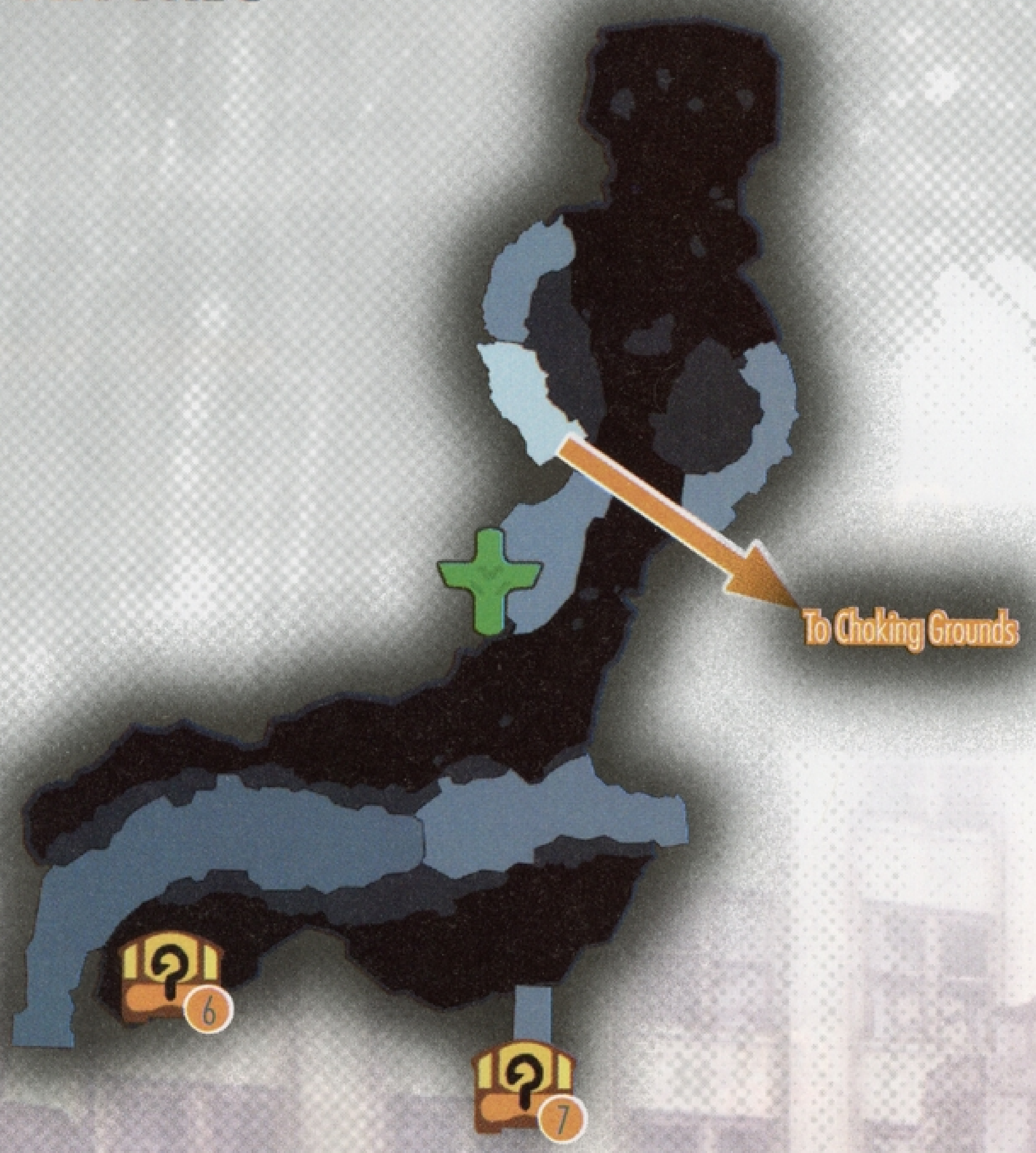
SCALDING GALLOW TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	250 Souls	-
2	250 Souls	-
3	Wraith Shard	-
4	Abyssal Armor Piece	Crossblade
5	Abyssal Armor Piece	Shadowflight
6	250 Souls	Shadowflight
7	Empty Vessel	Voidwalker

Scalding Gallow


To Dry Road
3
2
5
To Drowned Pass
To Choking Grounds
1
4
Start Point

TO CHOKING GROUNDS


To Choking Grounds
6
7

DEMONS AND ANGELS

MINION

PHANTOM GUARD SOLDIER

WICKED MALE

WICKED FEMALE

FLESHBURSTER

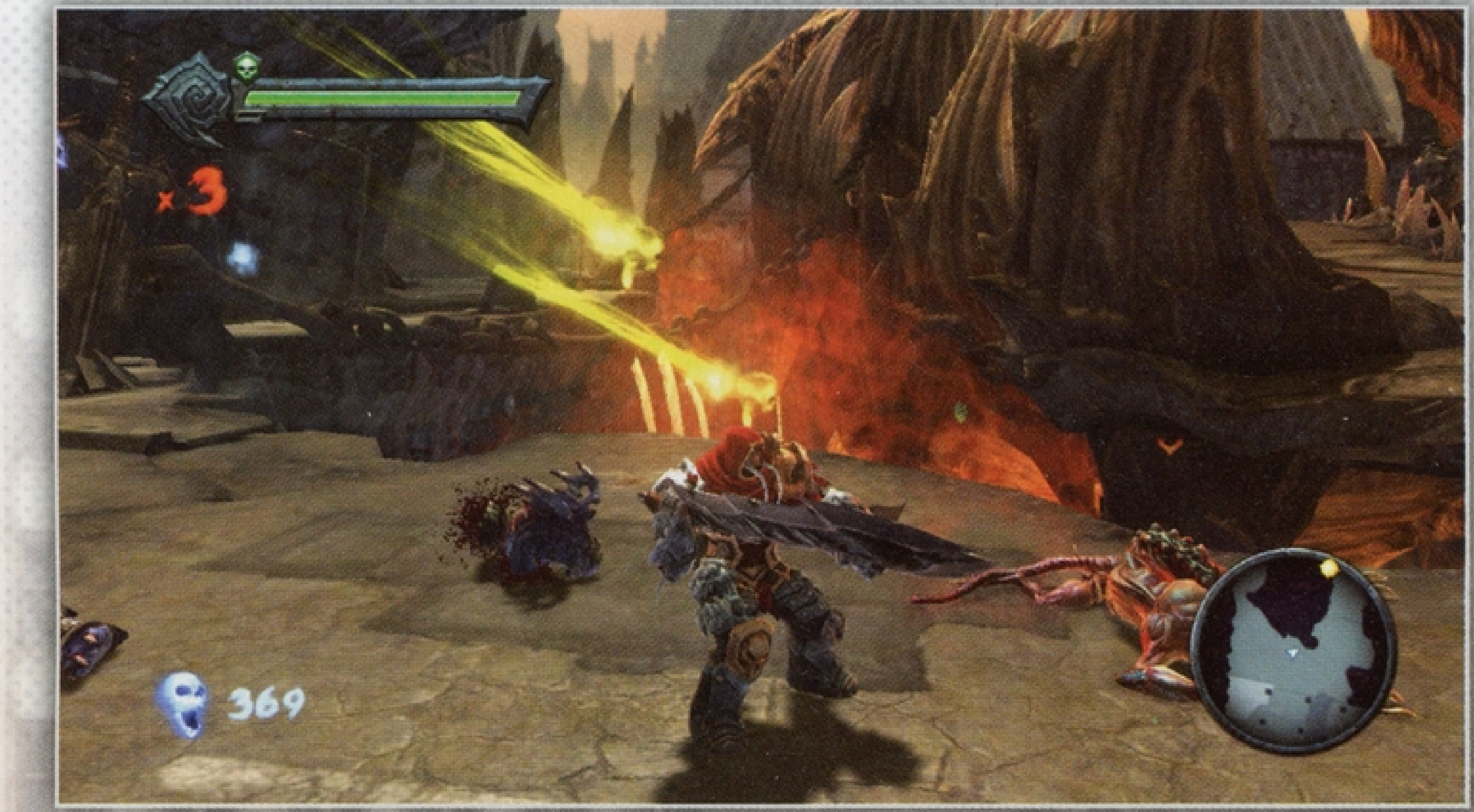
LASHER

Locate the Demon Samael

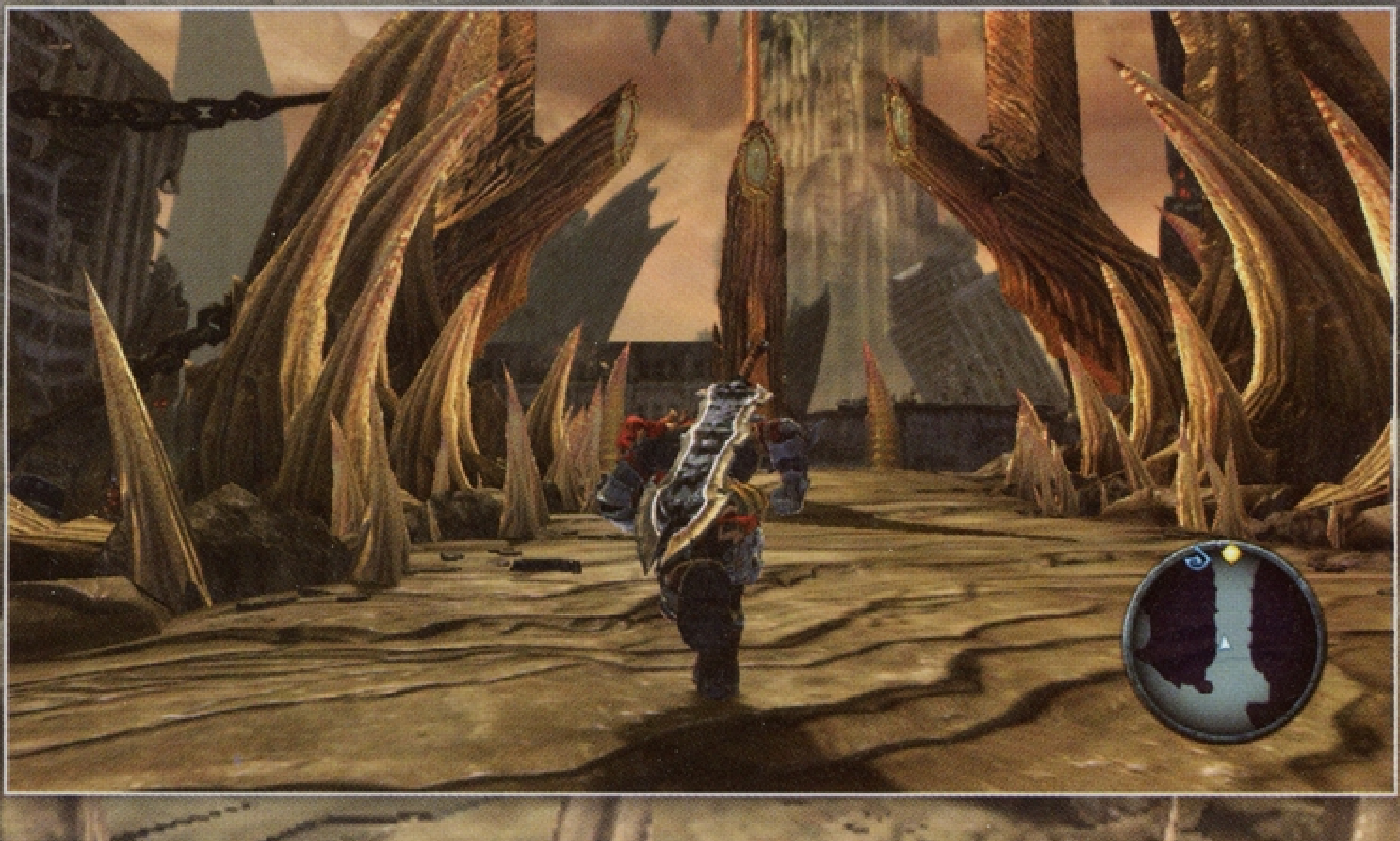
Enter Scalding Gallow's ruined streets and acquire Souls by lobbing the burned-out vehicles at the Minions and Phantom Guard Soldiers that appear. Locate the casket up the steps to the left, and then move into the central area where the bone-ringed bridge is located. Ignore this area for the moment and proceed to the left. Slash through the enemies here, and enter the building at the far end to find a Vulgrim location. Exchange any Artifacts you have and purchase a Life Essence or the Flipsaw ability, if applicable. Climb the Demonic Growth to find the first of many Wrath Shards—collect four to create a Wrath Core.

Health and Wrath on Command

War routinely earns currency Souls from the enemies and inanimate objects he destroys, but earning Wrath or Health is less frequent. That is, unless War uses an Instant Kill technique to finish an enemy. Look for the button prompt to appear near a weakened enemy, and press the Action Button to perform the Instant Kill. War delivers a wonderfully gruesome fatal blow, yielding a number of Souls of all varieties!



Return to Scalding Gallow's south end and make your way across the stony bridge to Samael's Prison. The Phantom General and several Phantom Guard Soldiers meet War there.



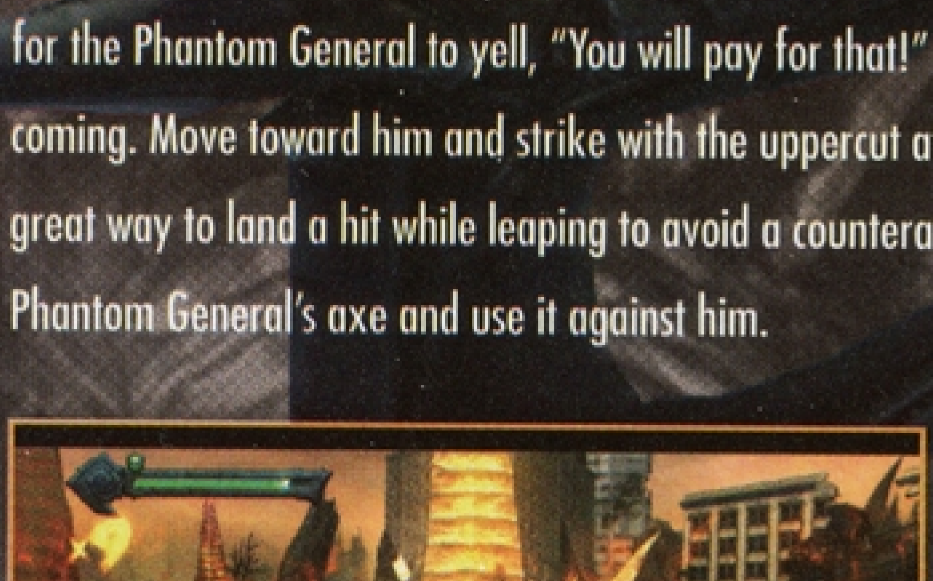
Phantom General

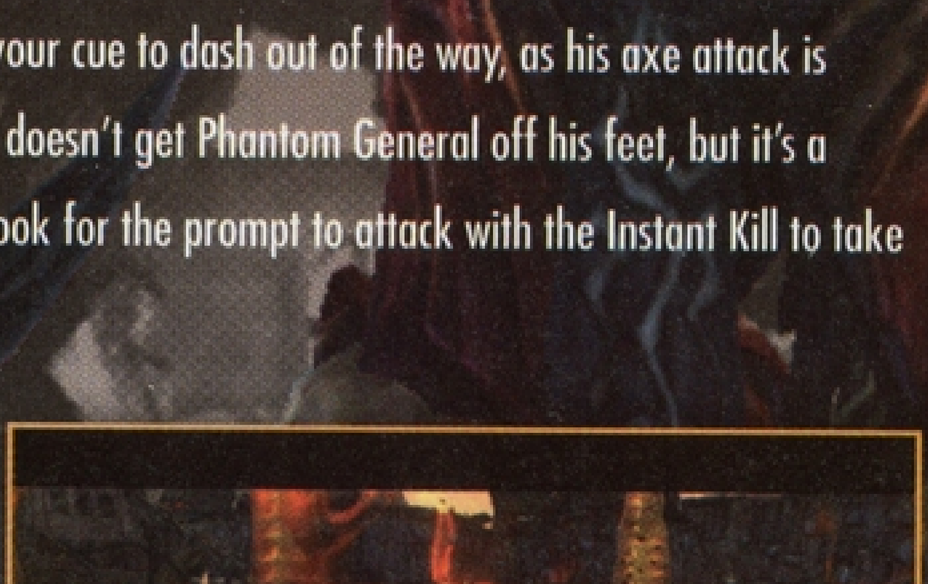
PHANTOM GENERAL'S ATTACKS

ATTACK	DEFENSE
Storm Geyser	Phantom General glows blue and unleashes a powerful uppercut swing. Dash away to avoid this unblockable attack.
Axe Swing	Dash aside or hold the Block Button to defend.

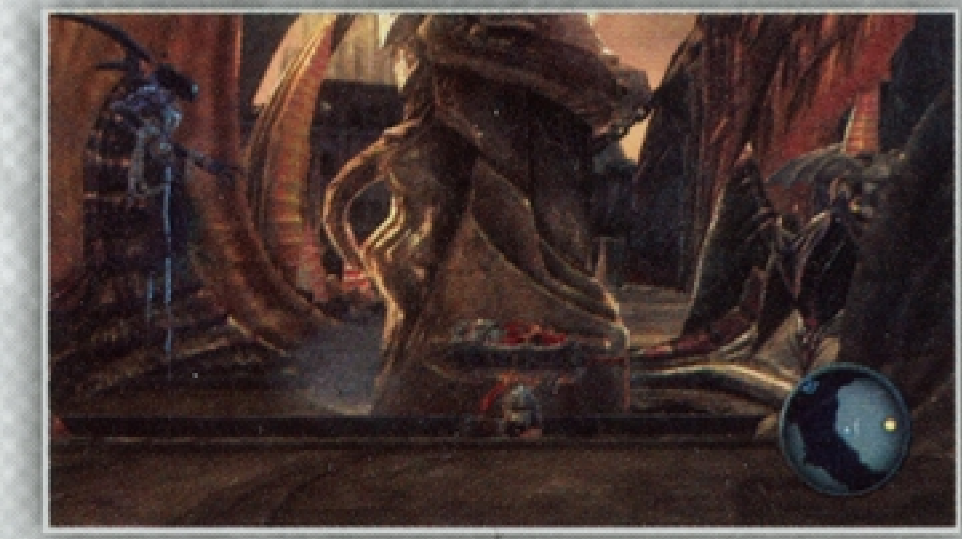
The Phantom General attacks with a massive axe and possesses a powerful attack. However, the many Phantom Guard Soldiers that he summons are the true threat. Work fast to clear the battlefield of the extra enemies so you can focus on the Phantom General. Use the Reverse Backhand Strike to slice through multiple enemies at once. Mix in an occasional Earthcaller blast or Blade Geyser attack to knock back the Phantom General.

Use the Harpoon Tackle attack to impale the Phantom General. Then leap into the air and attack with the Flipsaw. Listen for the Phantom General to yell, "You will pay for that!" This is your cue to dash out of the way, as his axe attack is coming. Move toward him and strike with the uppercut attack. It doesn't get Phantom General off his feet, but it's a great way to land a hit while leaping to avoid a counterattack. Look for the prompt to attack with the Instant Kill to take Phantom General's axe and use it against him.





Find the Watcher behind the statue on the battle area's west side. Slide the large statue under the flowing blood. This guides the blood down into the engraving on the floor. Repeat this for the statue on the opposite side to free Samael from his prison. Samael is no friend of War's, but he's willing to help him reach the tower. He tells War he must first defeat the four Guardians who protect the Tower.



PRISON BREAK

Defeat the Phantom General at the Scalding Gallow and push the two statues into the flowing blood to free Samael from beneath the center of the dais.

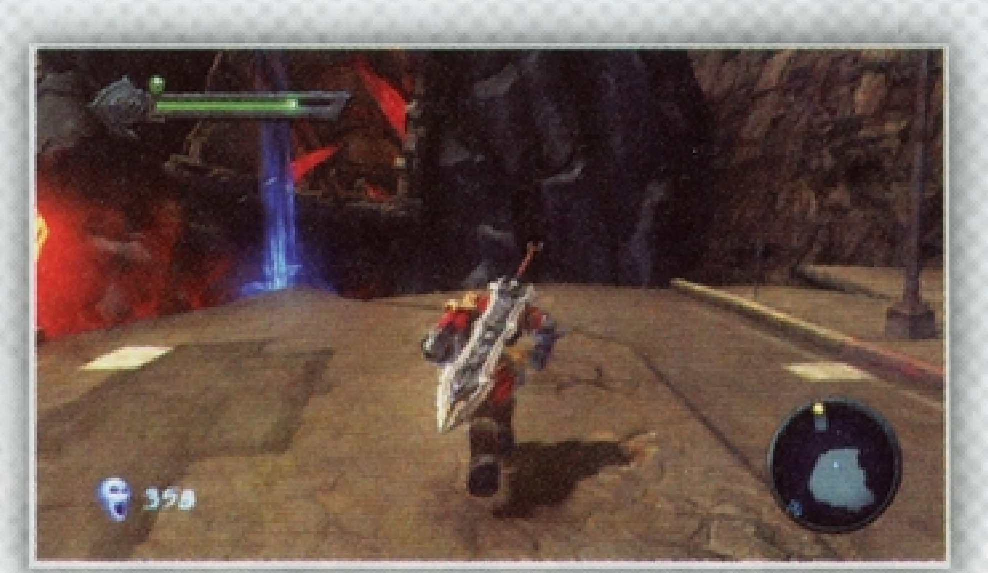
Find Tiamat and Take Her Heart

CHASM JUMPER

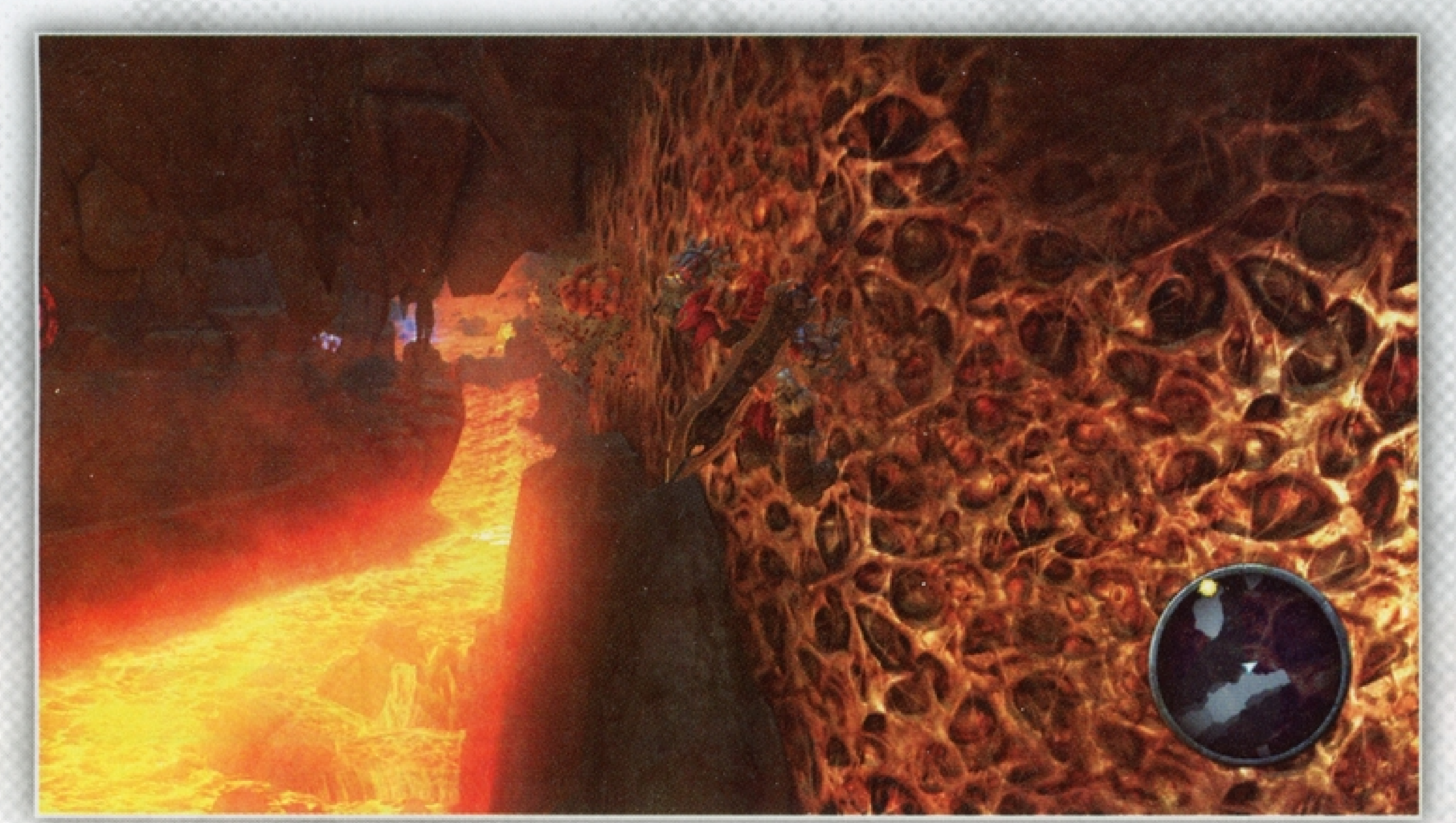
Samael grants War the Shadowflight ability in return for being freed. War will need it if he's to continue pursuing the Destroyer. Use it to glide high into the sky on Shadow Currents.

Shadowflight Ability Learned!

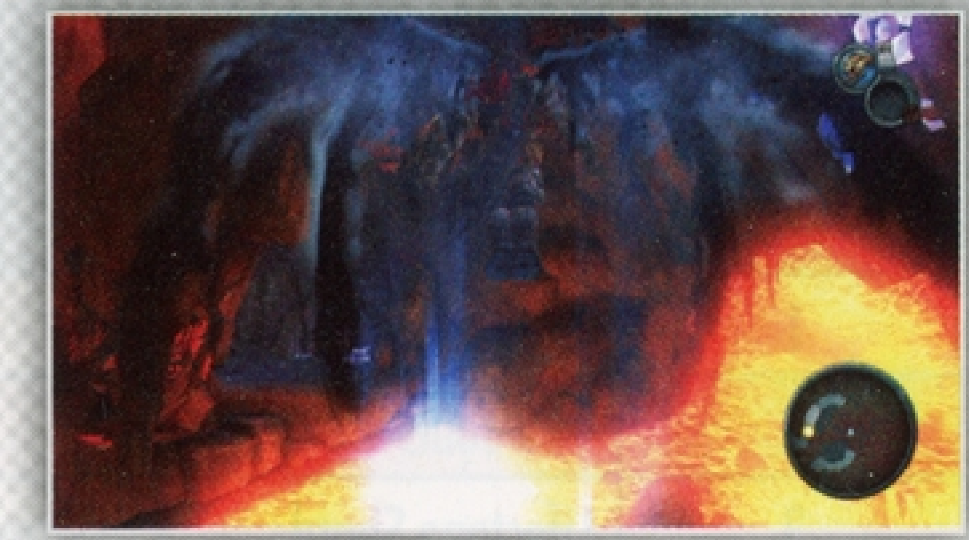
Samael doesn't just point War in the right direction. He also grants him the Shadowflight ability! Double-jump into the air and hold the Jump button to glide. Angle toward Shadow Currents in mid-glide to get a boost high into the air.



Cross the bridge back to the south and turn left. Double-jump toward the shimmering blue column of light. Hold the Jump button to use Shadowflight, and glide high on the Shadow Current. Proceed through the tilted corridor, into the cave in the distance. Crawl along the Demonic Growth to the ledge on the left. Use Shadowflight to cross the molten river. Continue back and forth across the narrow cave from tunnel to tunnel.



Leap into a hanging position on the ledge after the lengthy Shadowflight. Then leap again and again to reach the top of the cave. Exit this area under a darkened sky at the Choking Grounds.



CHOKING GROUNDS

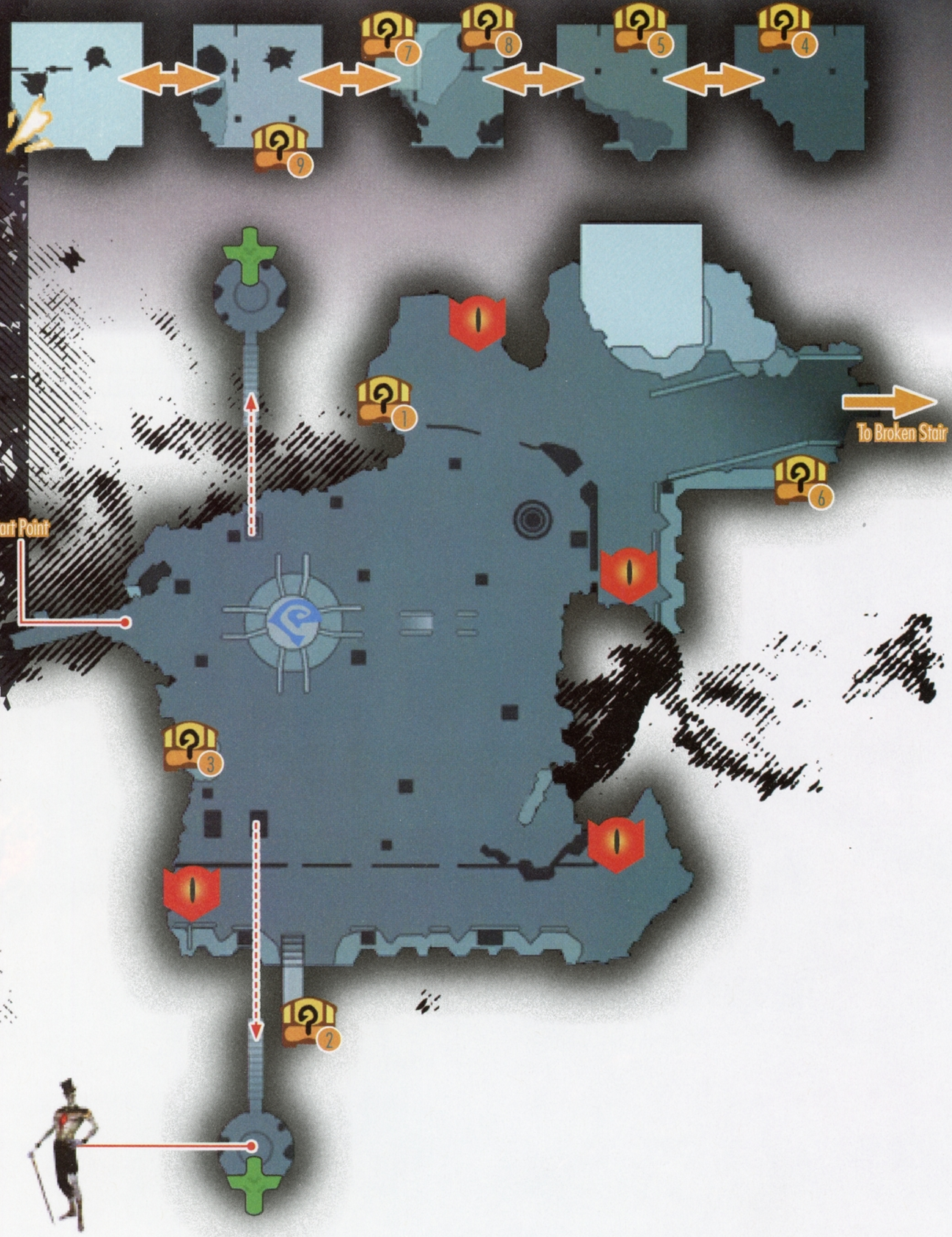
War makes his way out of the passage leading from the Scalding Gallow to the Choking Grounds. He finds himself in an eerie graveyard setting. Duskwings and Undead Soldiers emerge from their hiding places to keep War from advancing to the next Tormented Gate. The Choking Grounds are a large, sprawling area with two underground tombs and a tall, multistory building, but little more. As War makes his way to the Tormented Gate and the area beyond, he must be careful not to fall from the cliff-like edges along the town's western end.

THE CHOKING GROUNDS TREASURE

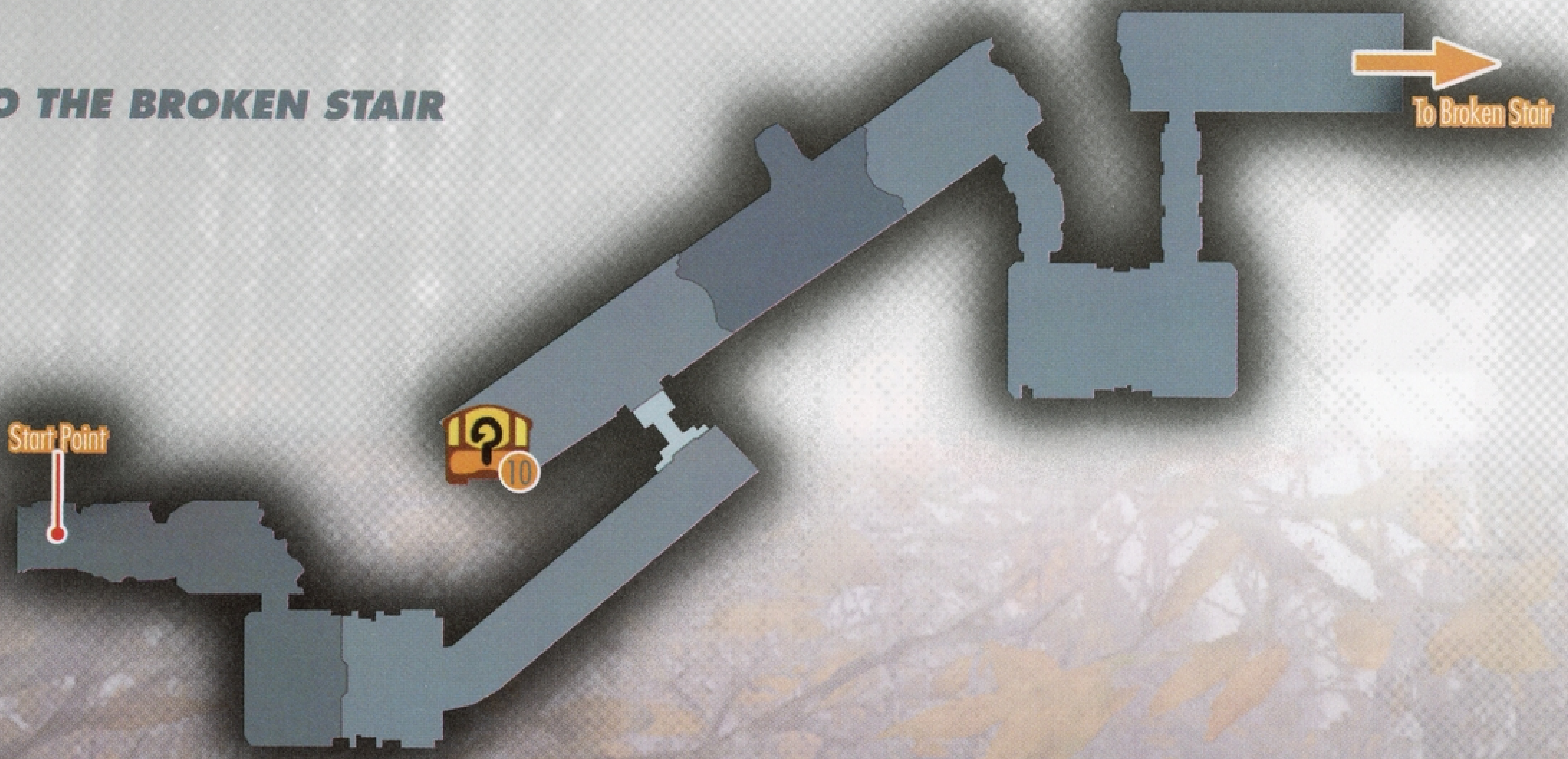
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	Health	-
2	100 Souls	-
3	Lifestone Shard	Destroy all 8 cross tombstones
4	100 Souls	-
5	Wrath Shard	Shadowflight

CHEST NO.	CONTENTS	ABILITY REQUIRED
6	100 Souls	-
7	100 Souls	Mask of Shadows
8	Lifestone Shard	Tremor Gauntlet
9	Empty Vessel	Abyssal Chain
10	100 Souls	-

Choking Grounds


7
8
5
4
9
1
To Broken Stair
6
Start Point
3
2

TO THE BROKEN STAIR


Start Point
10
To Broken Stair

DEMONS AND ANGELS

DUSKWING

WICKED MALE

WICKED FEMALE

UNDEAD SOLDIER

FLESHBURSTER

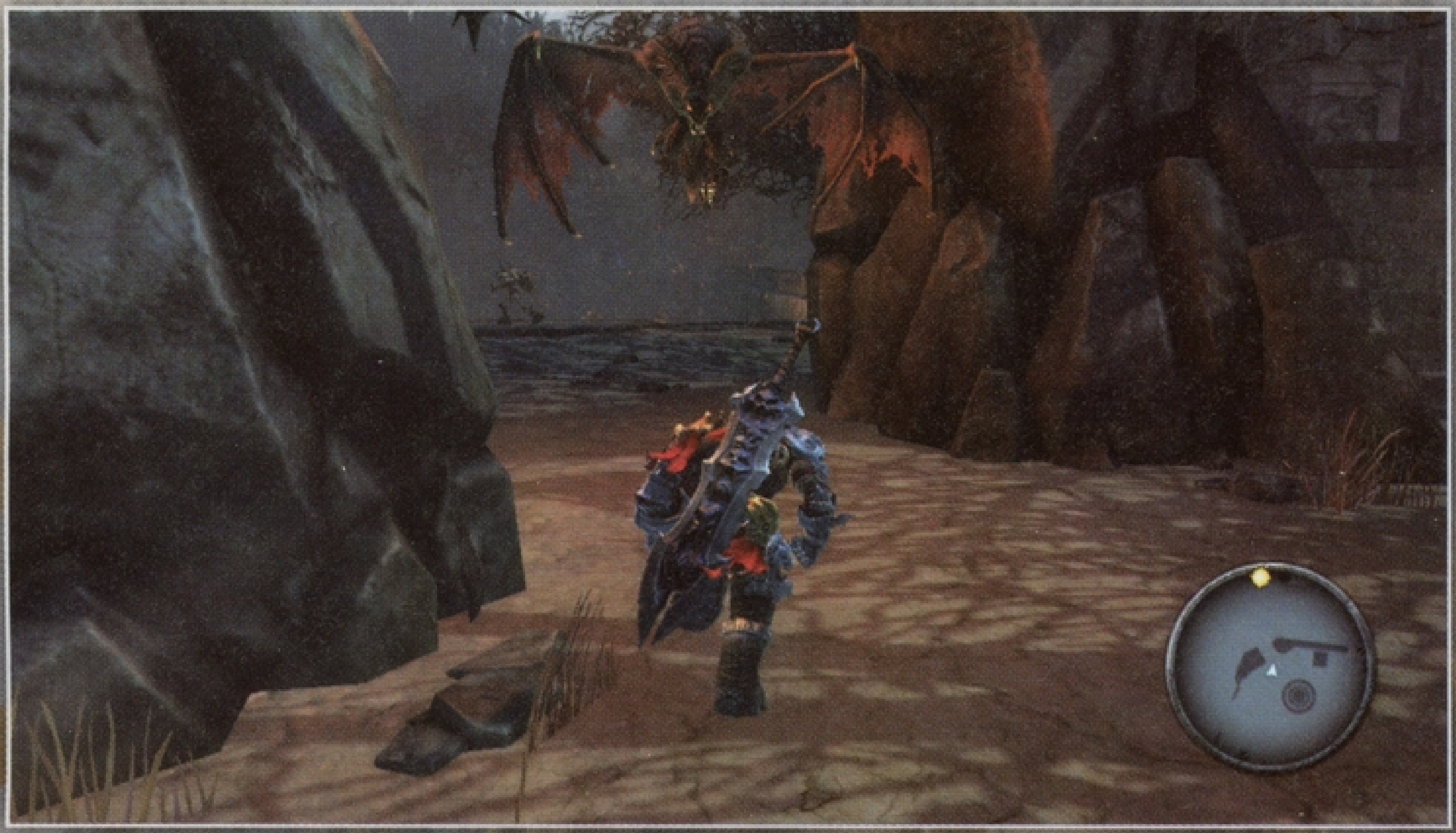
GHOLEN

MINION

PHANTOM GUARD SOLDIER

Find Tiamat and Take Her Heart

Enter the haunted Choking Ground and advance straight ahead to the cupola. Restock any items you may have used at this Vulgrim location. The Choking Grounds crawl with enemies, some familiar and some new. The Undead Soldiers that emerge from the ground are not unlike the demons you met in Scalding Gallow. However, the Duskwings are an entirely new form of enemy. Leap into the air and press the Action button to make War grab one and thrust his sword up through its torso.

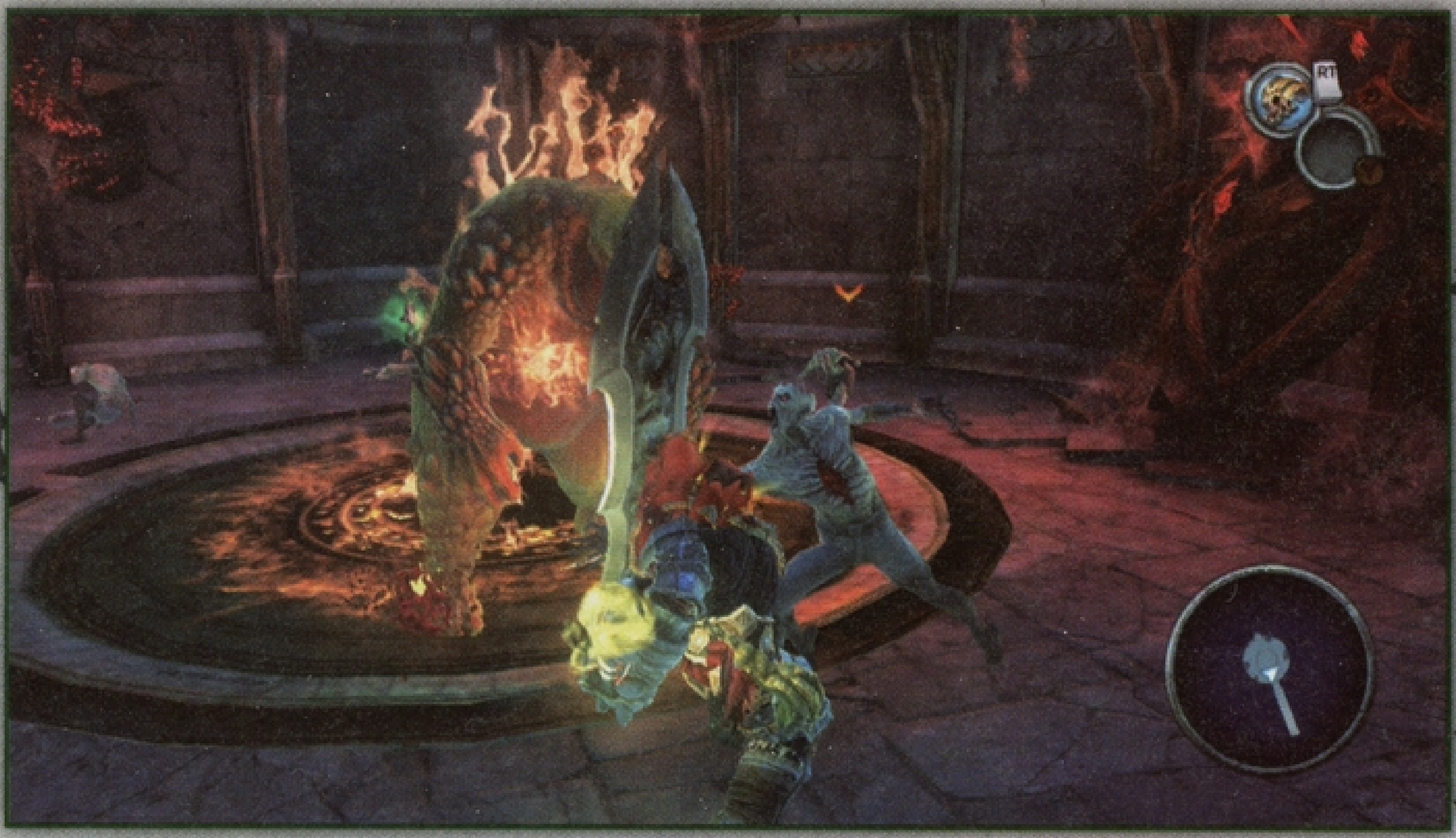


Secret Chest: Destroy the Cross Tombstones

Locate and destroy the eight large tombstones bearing a cross to unearth a secret chest containing 500 Souls. The large, cross-bearing tombstones are contained within the cemetery area, between the south road and the cupola in the center. Most are in the open and quite easy to spot, but one of them is located up a hill along the map's western edge, not far from the path you entered from the Scalding Gallow.

ARTIFACT: SOLDIER

Locate the narrow staircase leading underground on the area's north side. Descend to a circular room filled with enemies. An **Artifact** is on the side of the room opposite the hallway.

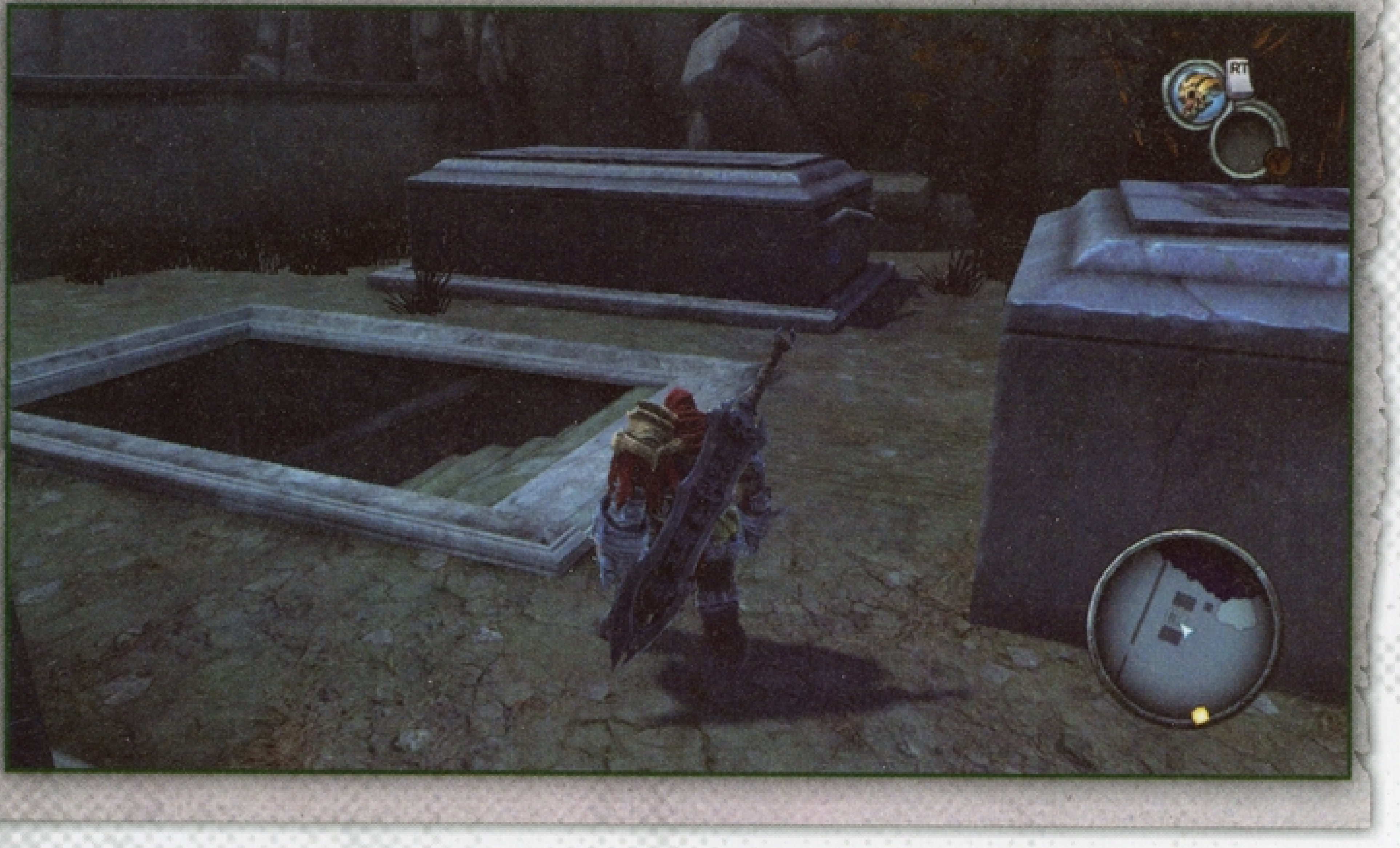


Follow the task indicator toward the area's northwest corner, and drop into the pit on the road's left side. A path here leads to a nearby building's foundation containing a casket with 100 Souls. Ride the nearby Shadow Current to the second floor to find a casket containing a **Wrath Shard**. This building towers another three stories up, but War lacks the necessary skills to continue the ascent.

Return to the street and fight past the pair of Fleshbursters to reach the Tormented Gate at the end of the slope. Blow the Earthcaller to summon the Tormented Gate and learn about the Shadow Realm. The Tormented Gate grants War access to the Shadow Realm via four portals, each of which leads to a specific Shadow Arena Challenge. Follow the icons on the mini-map and complete the challenge within each area.

ARTIFACT: SOLDIER

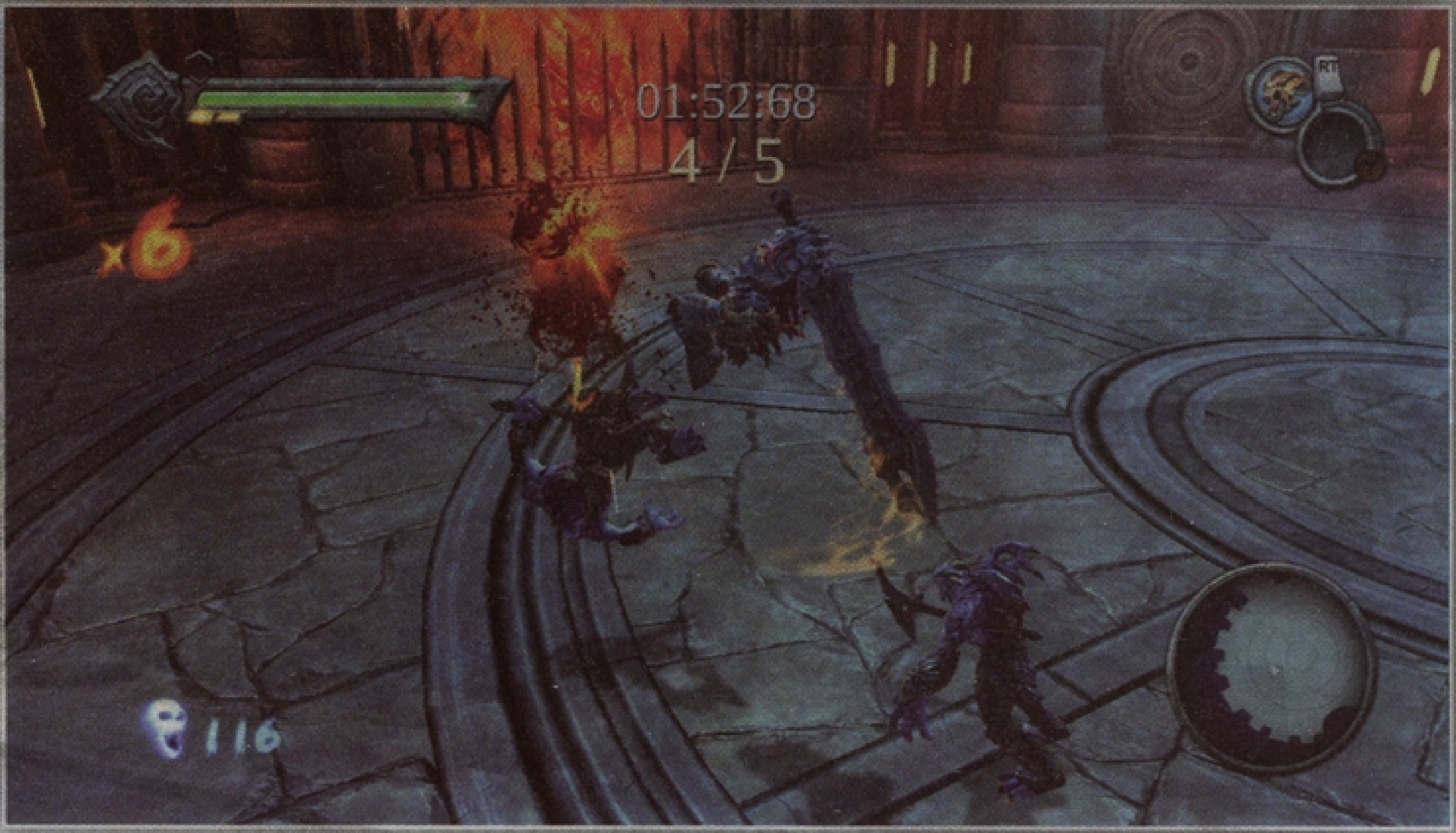
Cross the Choking Grounds toward the cemetery on the map's south side. Locate the three large sarcophagi near the tombstones. Grab the middle one and slide it off its foundation. This reveals a secret stairwell leading to a tomb with another **Artifact** inside.



AERIAL BRAWL

Defeat five enemies using aerial combos within the time limit (3:00). Bonus Souls are awarded for any time left on the clock.

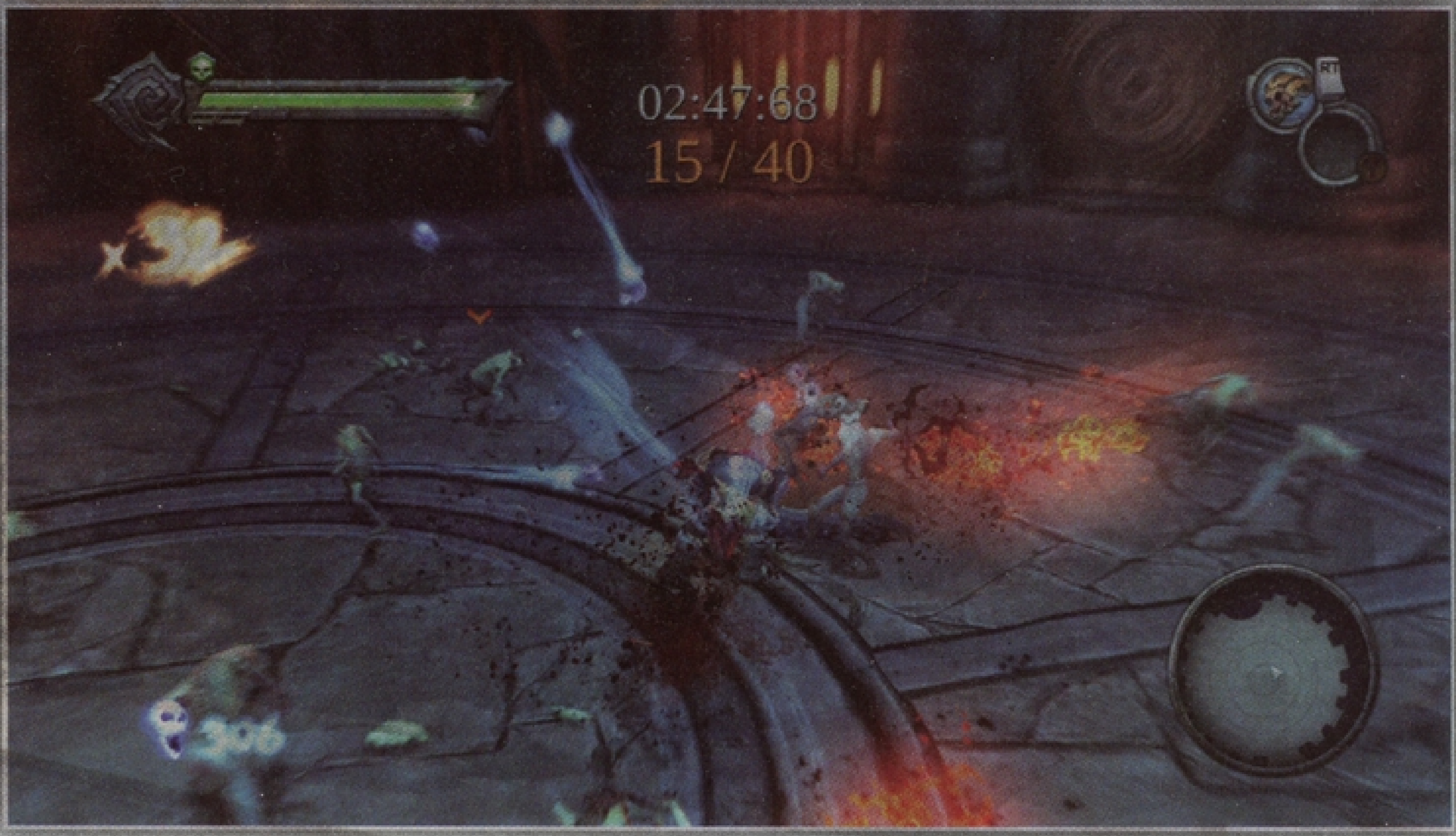
This Shadow Arena Challenge is much easier with an upgraded Demon Edge attack, but it's not essential. The Phantom Guard Soldiers appear roughly two at a time. You can thrust them into the air by holding the Attack button for a standard uppercut attack (or use the Demon Edge maneuver). Once they're in the air, continue slashing with the Attack button to perform multiple strikes. You can soften up the enemies on the ground first, but you must defeat them in the air to get credit for this challenge. A Fleshburster eventually enters the arena, but it's possible—and advisable—to simply avoid it.



SPEED BRAWL

Defeat 40 enemies within the time limit (3:00). Bonus Souls are awarded for any time left on the clock.

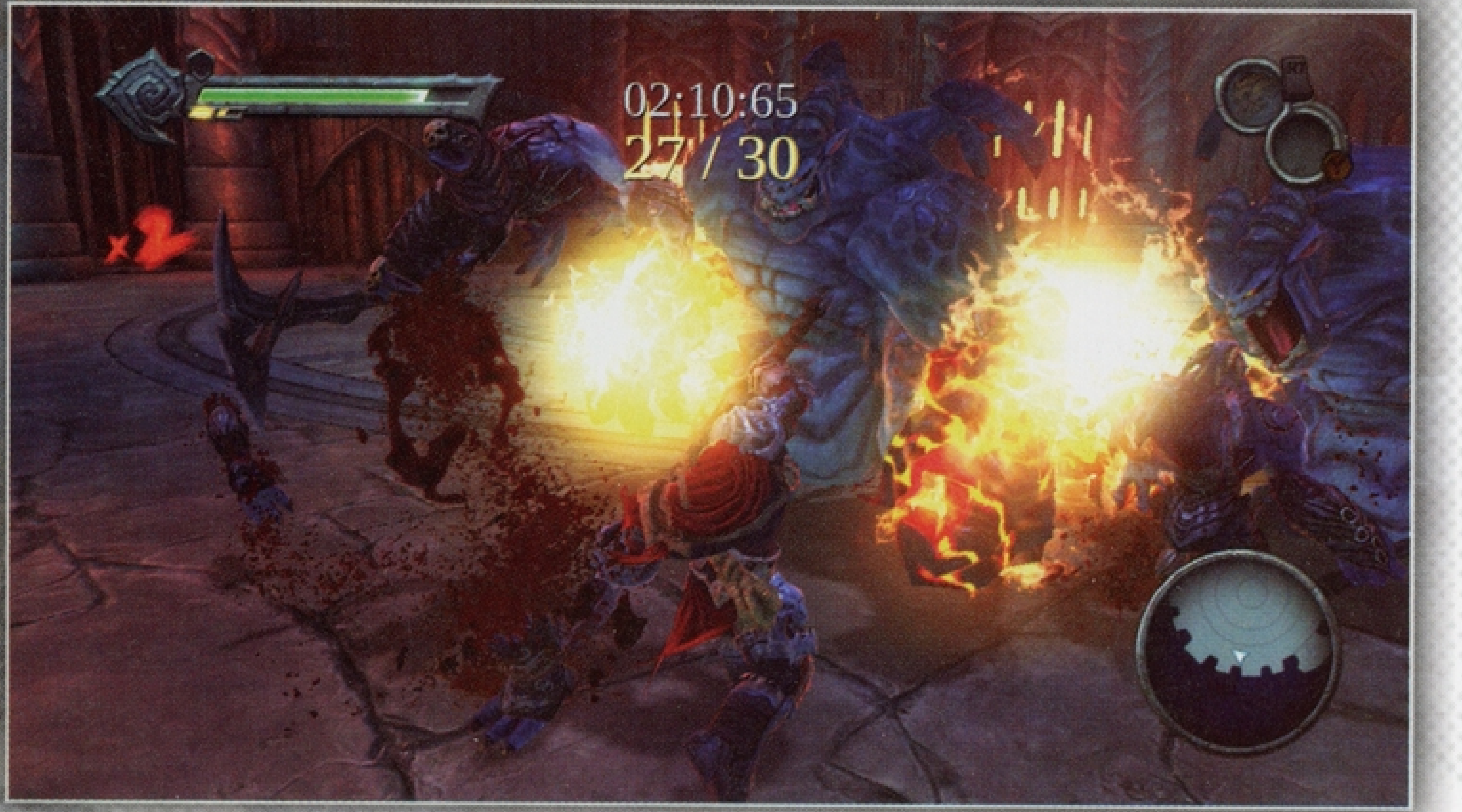
The next challenge pits War against multiple enemy waves. Roughly the first two dozen foes are just Chaoseater fodder, which you can slice through with ease. Undead and Fleshbursters follow. Use the Harpoon Tackle and the Earthcaller to beat back enemies that get too close, and avoid using finishing attacks on easy foes. Watch for the blue circle on the floor to glow, signifying another batch of enemies about to spawn. Rush toward these symbols and start slashing. When you're next to a Wicked, press the Action button to instantly kill it for a quick supply of Wrath or Health.



VENOMOUS

Kill 50 enemies before War's infected health depletes. Bonus Souls are awarded for any remaining health.

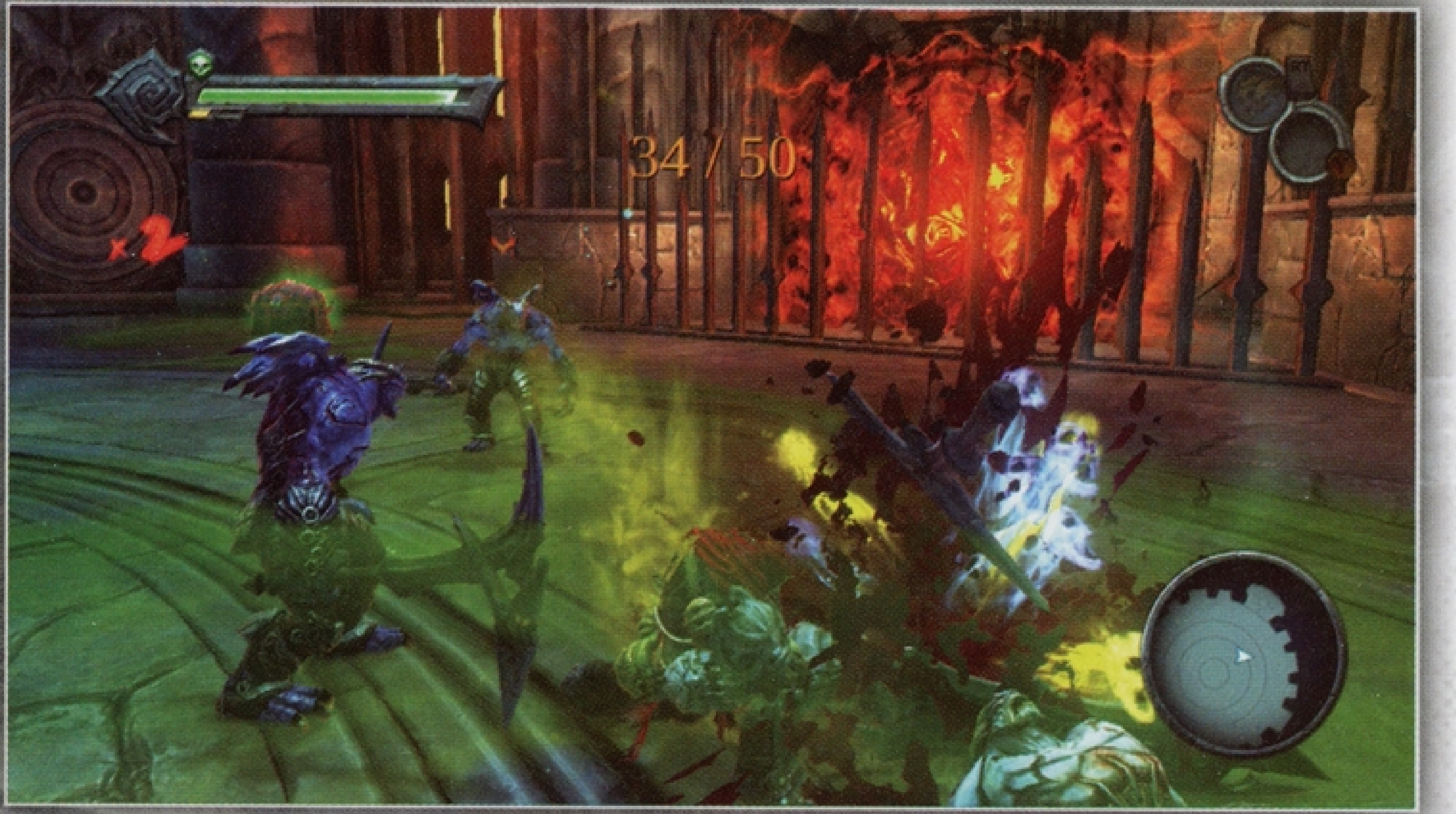
The area's poison fumes slowly drain War's health, but plenty of caskets contain green Souls to keep him safe. The first twenty enemies offer little fight. Slice through them with ease—this gives you an excellent chance to accumulate a large combo. The Minions that appear next are a little tougher, as are the Phantom Guard Soldiers that follow them. The abundance of caskets should help you survive quite easily. There are enough enemies at the end to avoid taking on the large, dinosaur-like Gholens. Keep moving and target easier foes to finish the challenge quickly. Using Instant Kills against the Phantom Guard Soldiers kills them faster and helps maintain full health.



THE GORY END

Kill 30 enemies using only War's Instant Kill attacks within the time limit (5:00). Bonus Souls are awarded for time left on the clock.

The first enemy wave consists of Duskwings, which you can kill in quick succession, possibly without touching the ground. Leap from one to the next and perform a series of Instant Kills. The other enemies aren't as easy to kill. Rely on Demon Edge and Double Slash to soften them up. Look for the onscreen prompt and press the Action button to perform the Instant Kill. Keep a finger on the Dash button to rapidly close on enemies primed for an Instant Kill. Weakened foes regain their faculties after several seconds, so you must move quickly to Instant Kill them before the opportunity passes. Fortunately, each Instant Kill replenishes Wrath and Health, so the Gholens and Fleshbursters that appear toward the end shouldn't pose too much trouble.



HIGH FLIER

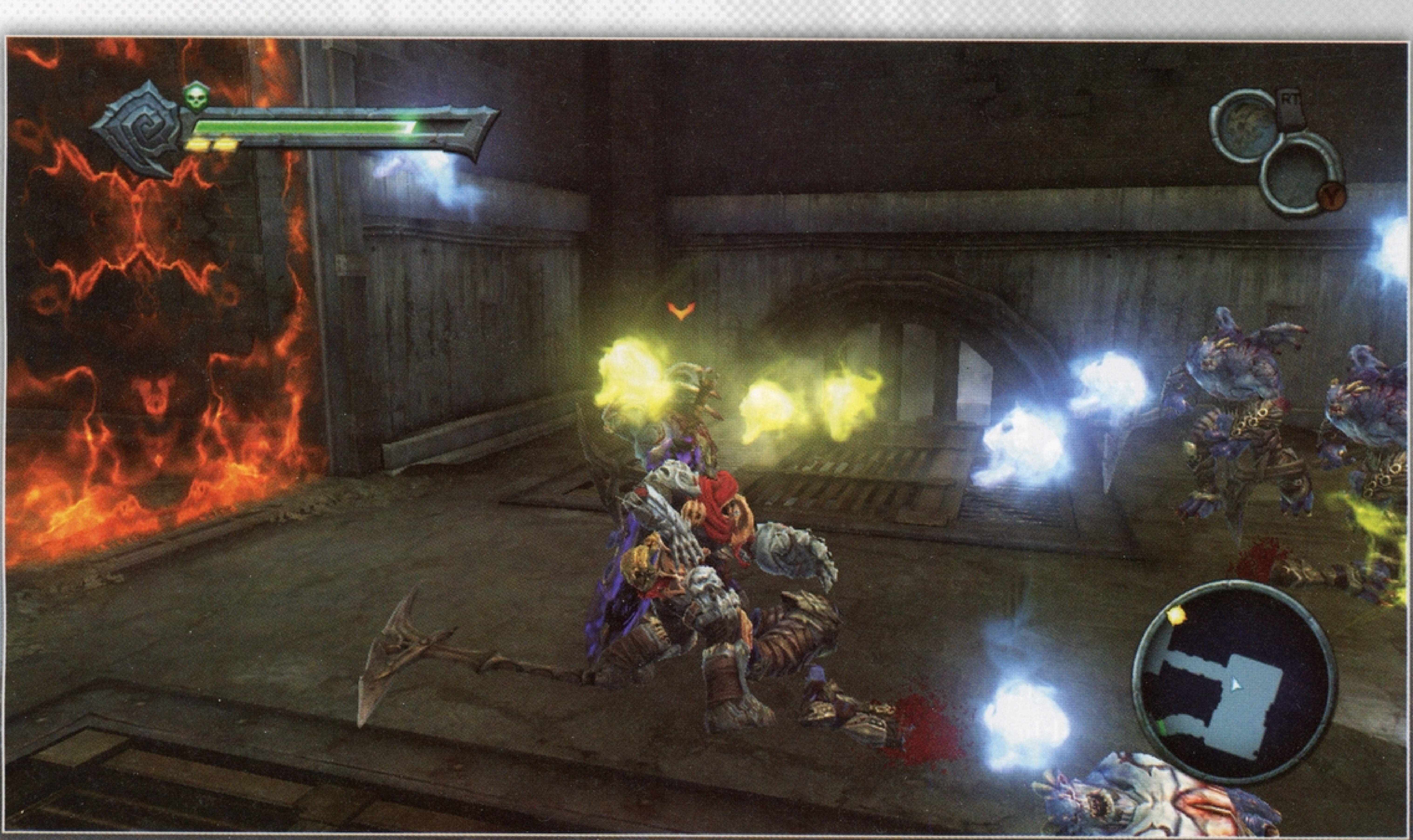
Use the beginning of "The Gory End" challenge to kill five Duskwings without touching the ground. Double-jump into the air and press the Action button to grab a Duskwing and drive your sword up through its torso. As this animation plays out, pan the camera around to pinpoint another nearby Duskwing. Leap toward it as you pull your sword out of the slain Duskwing. Chain together five Duskwing kills without touching the ground to unlock this bonus.

The Watcher is so satisfied with War's performance during the challenges that he grants War the Block Counter ability. Tap the Block button just before impact to deflect incoming attacks and projectiles. Return to the Tormented Gate and blow the Earthcaller to show the progress you've made.

Advance through the tunnel, using Shadowflight to cross the gaps. Fight past the Duskwings to the room at the turn. Use the Blade Geyser attack and practice your new Block Counter technique to defeat the dozen Phantom Guard Soldiers that appear in the enclosed area at the turn. Continue through the transition tunnel to the Broken Stair.

The Ravager Gained!

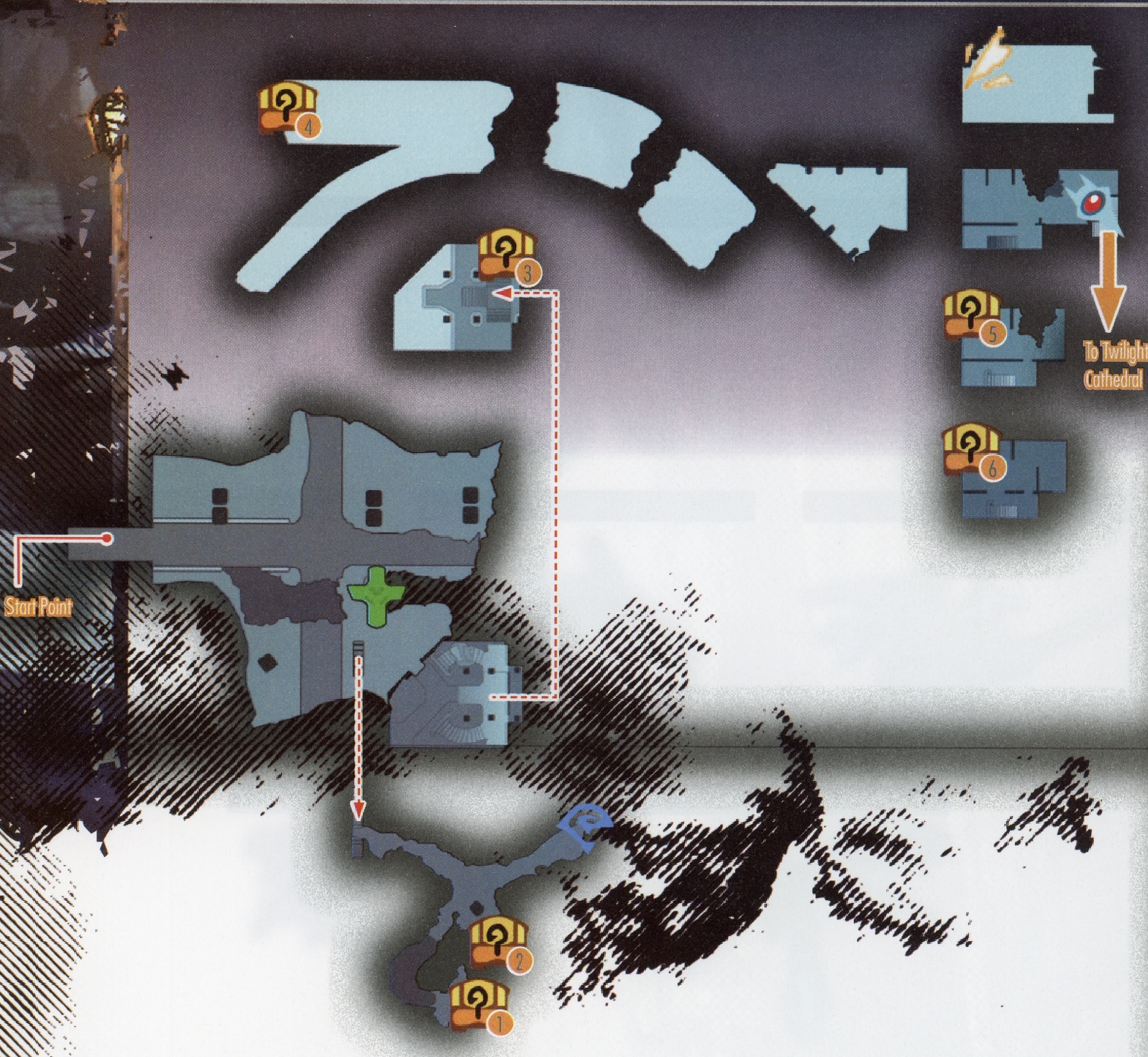
Return to the gate and use the Earthcaller to inform the Tormented Gate that you've completed all four Shadow Arena Challenges. The appreciative giant grants access to The Broken Stair and gives you the **Ravager** weapon enhancement. Install the Ravager on the Chaoseater to boost the damage is inflicts with environmental attacks (thrown cars, lampposts, and so forth). It also increases the amount of Souls you receive whenever you destroy an object. Note that the Chaoseater sword now glows purple with the powers of the Ravager!



THE BROKEN STAIR

The Tortured Gate at the Choking Grounds is free of its curse and moves aside, allowing War to pass to The Broken Stair. The Broken Stair is a destroyed highway that once led to the Twilight Cathedral, but now it plummets into a series of lava-filled caves. War's only chance to advance beyond the Broken Stair is to find a way to fly, and Shadowflight doesn't cut it. The enemies here are as varied as they are numerous, but War should have little trouble surviving the journey with the right mount.

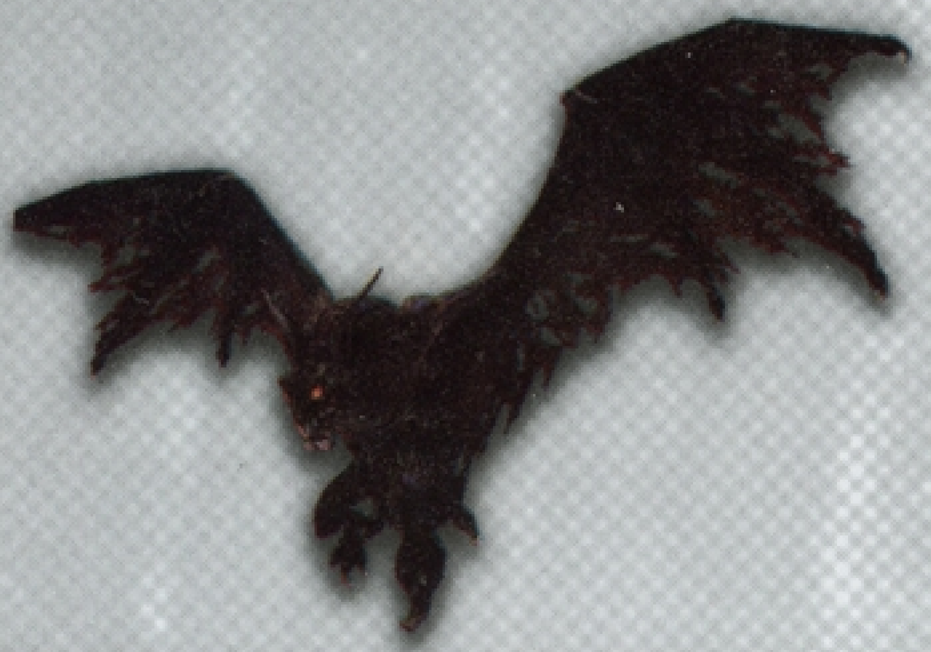
The Broken Stair


4
3
5
To Twilight Cathedral
6
Start Point
2
1

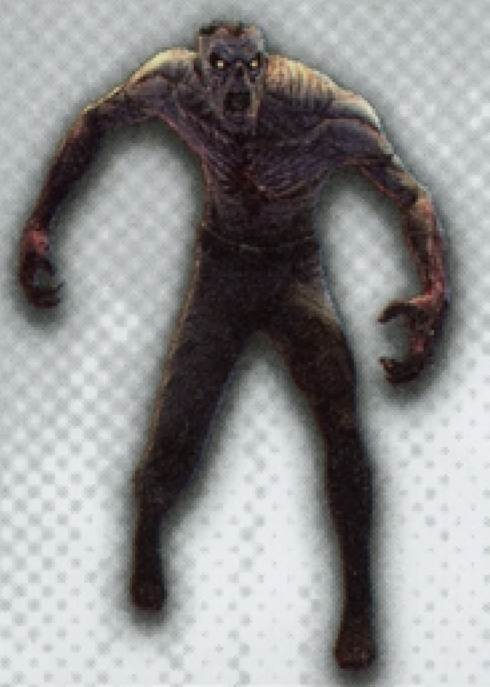
THE BROKEN STAIR TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	Lifestone Shard	-
2	250 Souls	-
3	250 Souls	-
4	Lifestone Shard	Shadowflight
5	250 Souls	-
6	Beholder's Key	-

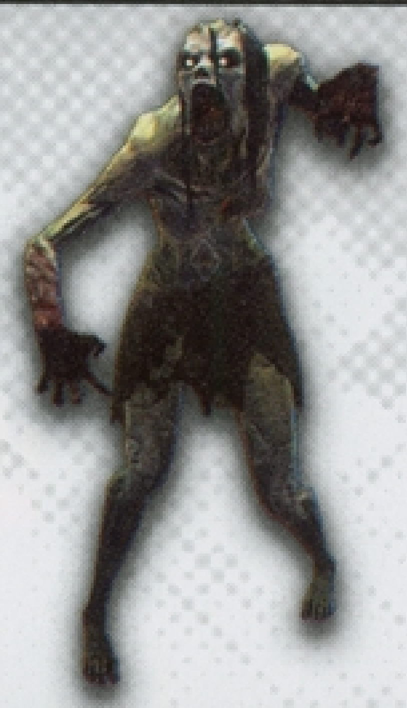
DUSKWING



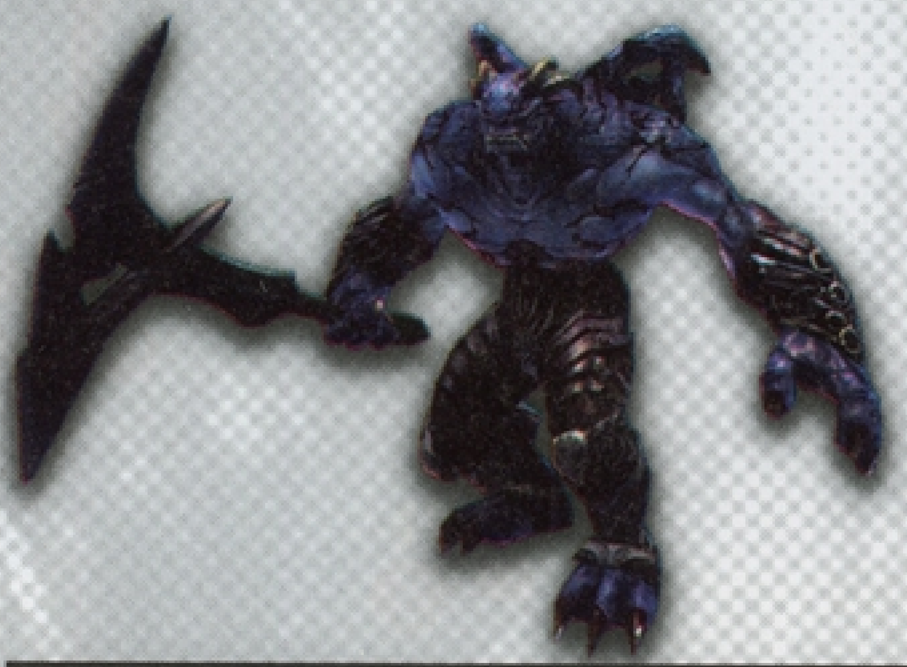
WICKED MALE



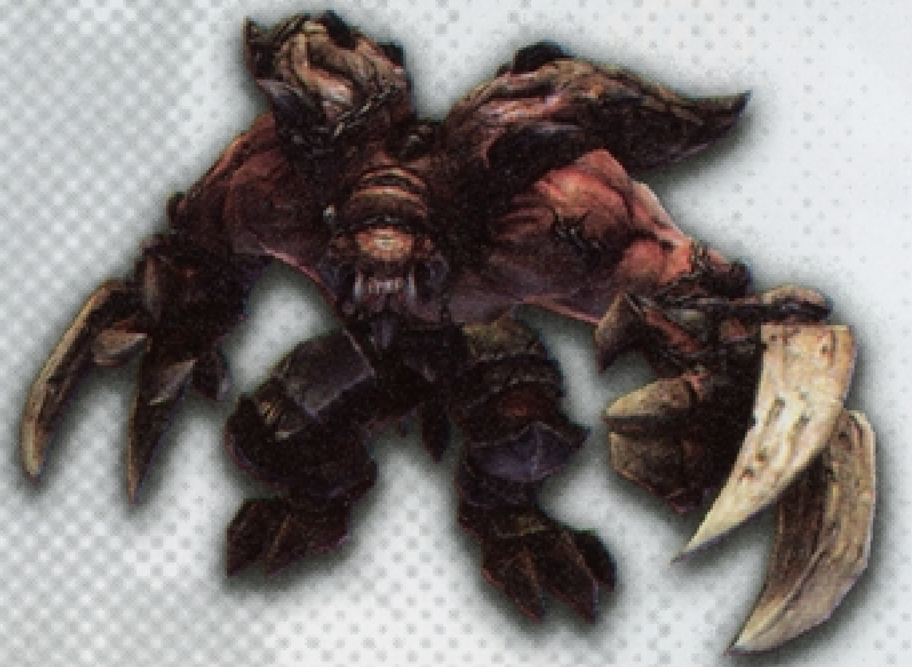
WICKED FEMALE



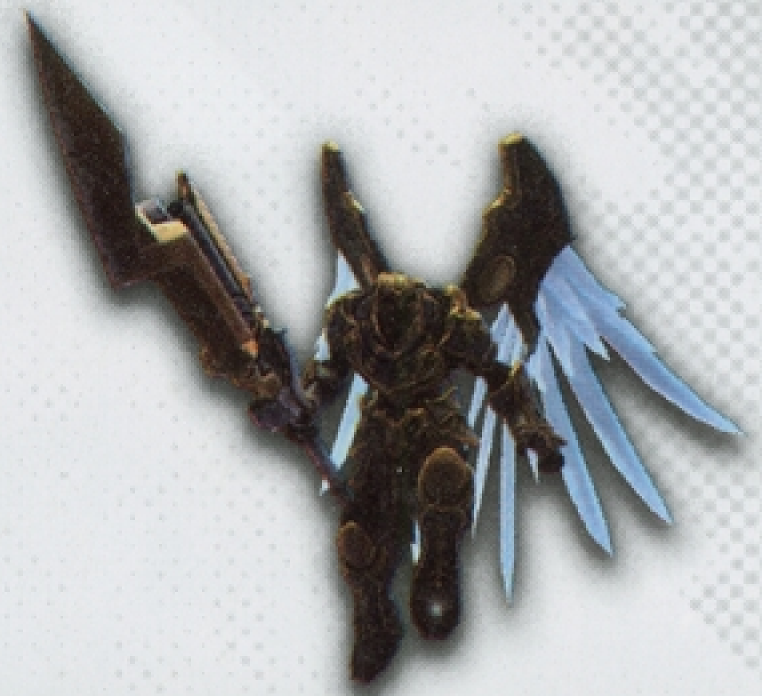
PHANTOM GUARD SOLDIER



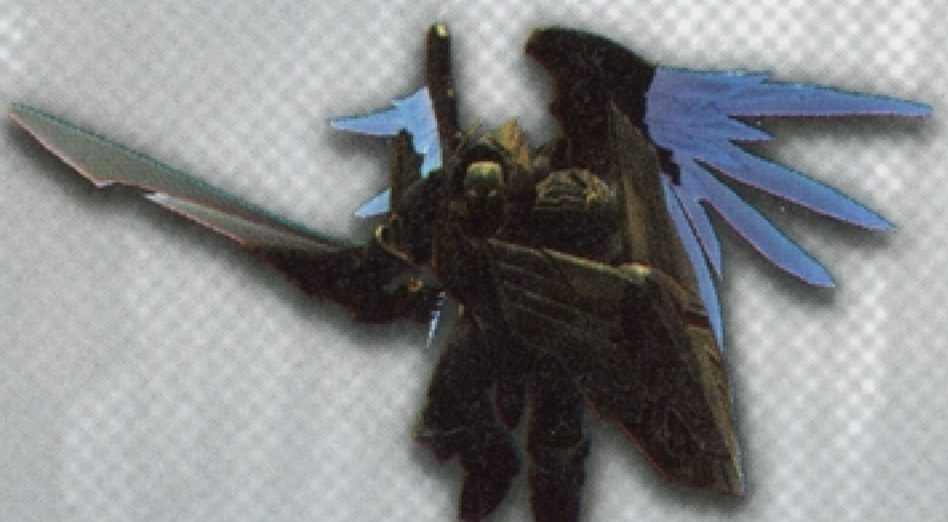
TRAUMA



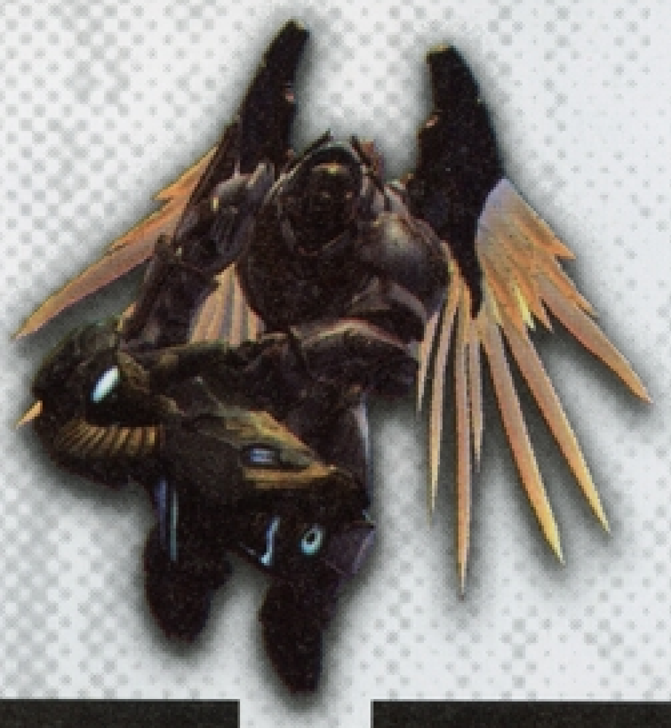
ANGEL SOLDIER



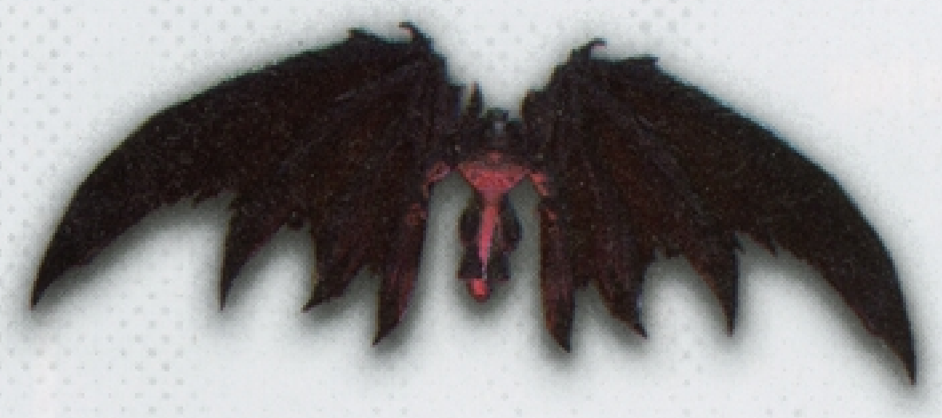
ANGEL CHAMPION



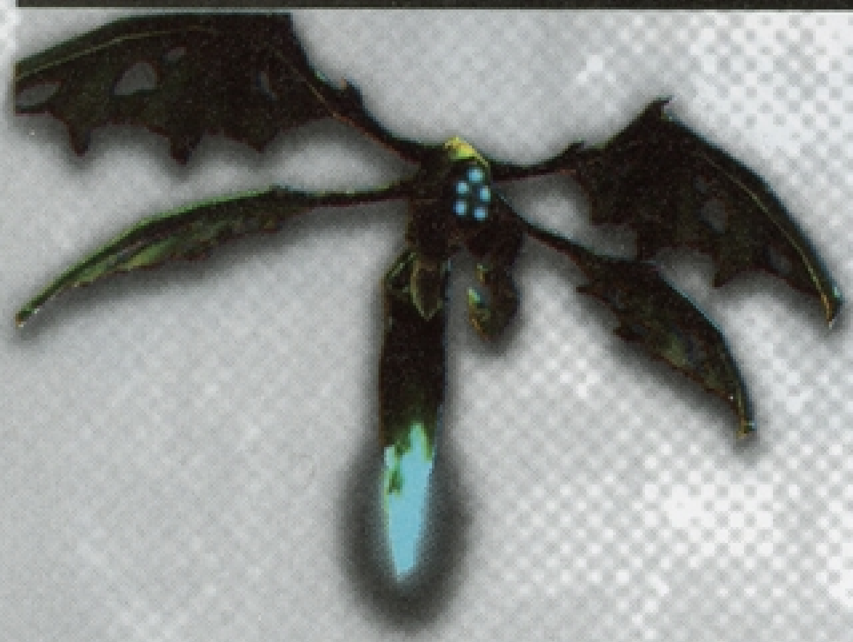
STORM WARDEN



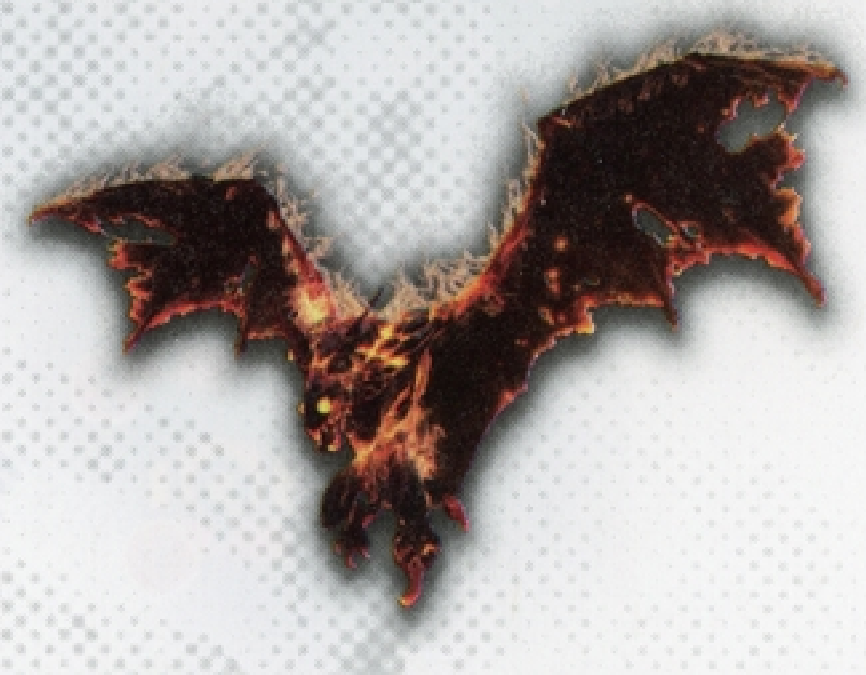
HELLION



LOCUST



LAVASHRIKE

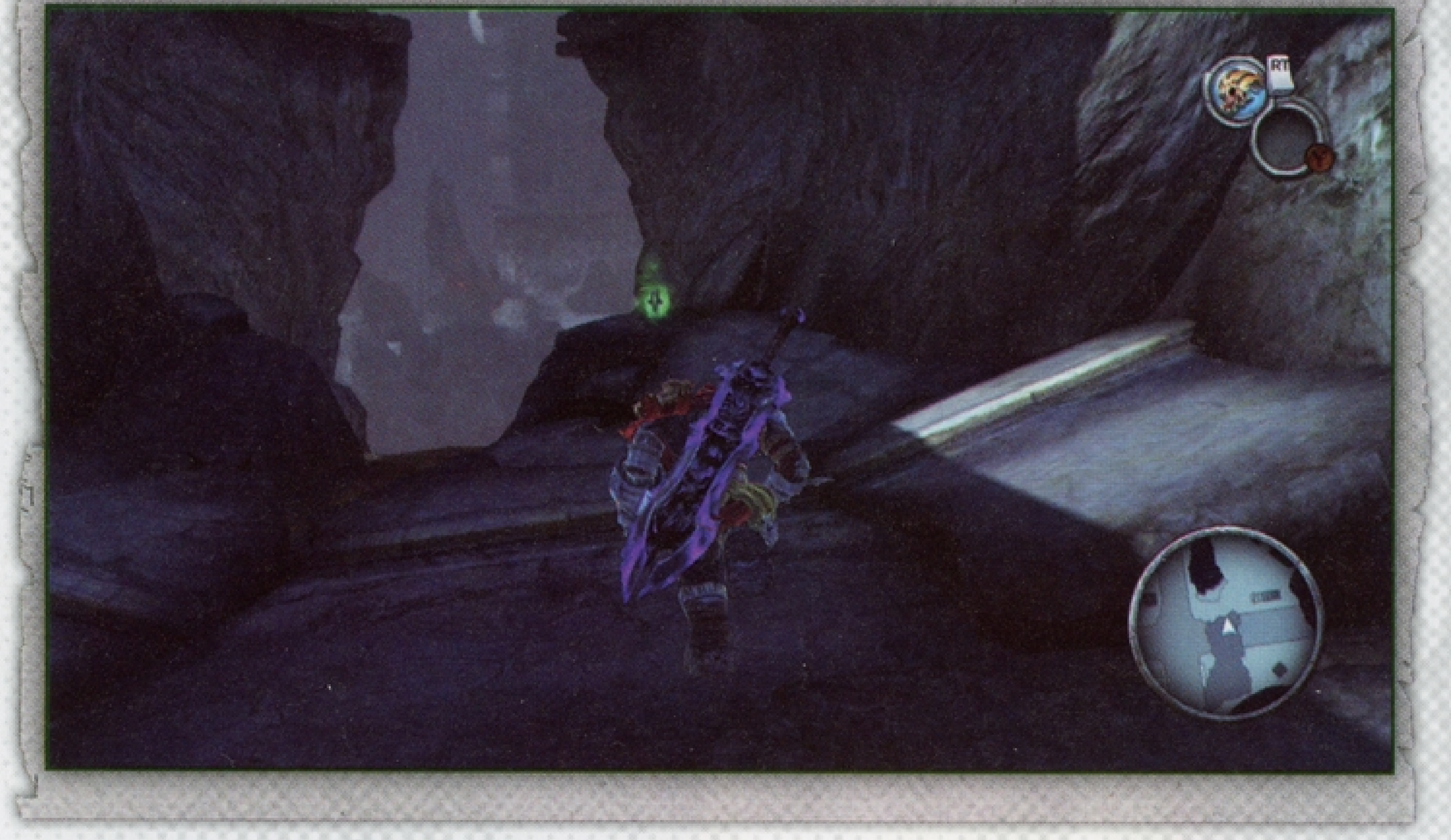


Find Tiamat and Take Her Heart

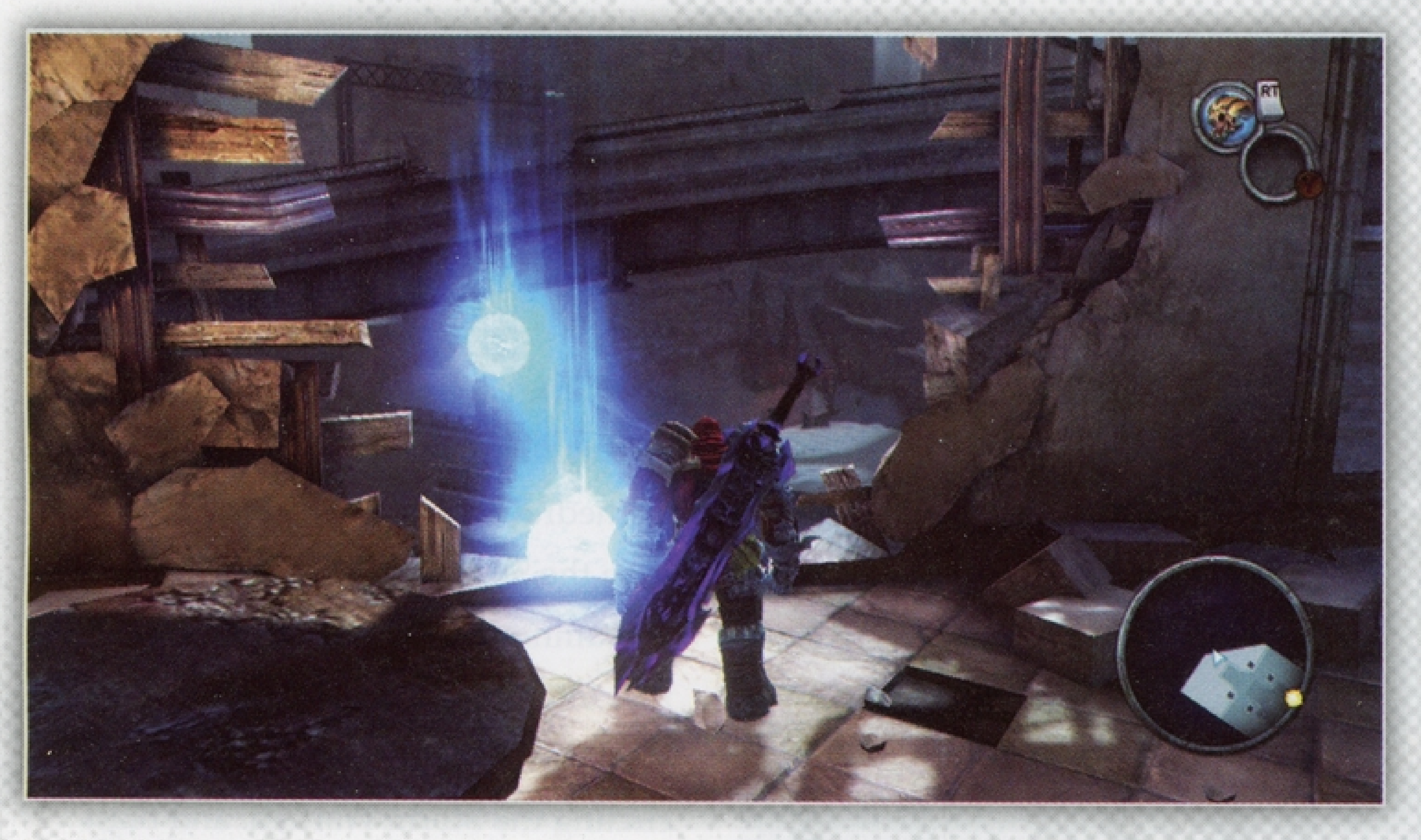
Proceed up the street out of the tunnel, and quickly cut through the Wicked and Duskwings located in the distance. Turn right at the intersection and veer off toward the stairs leading underground—your main objective lies through the building, but it can wait. In addition to a casket containing 250 Souls, you discover a Vulgrim location and Lifestone Shard in this underground cavern. Be sure to stock up on items and upgrade the Blade Geyser before you move to the building.

ARTIFACT: SOLDIER

Drop into the pit on the right side of the intersection as you exit the tunnel from the Choking Grounds. Cross the collapsed roadway to the edge. The **Artifact** is on the right.

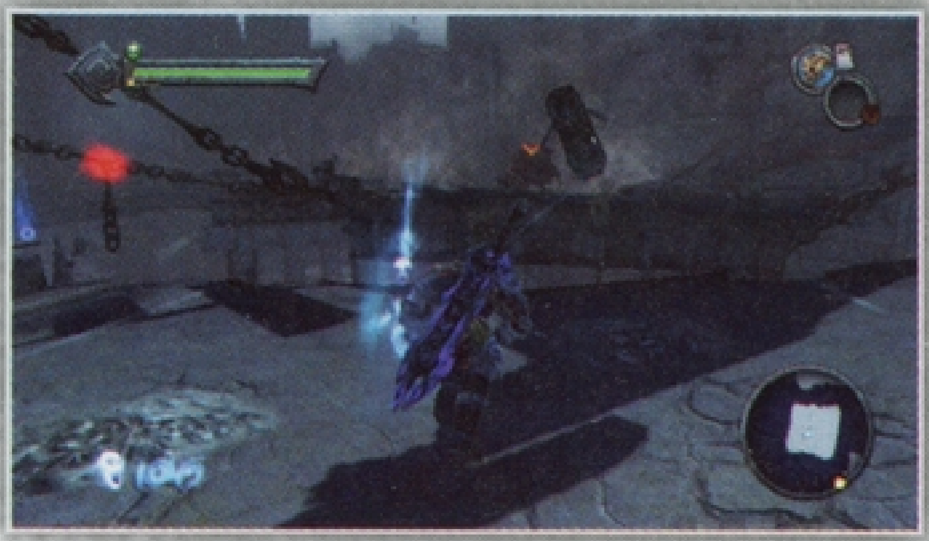


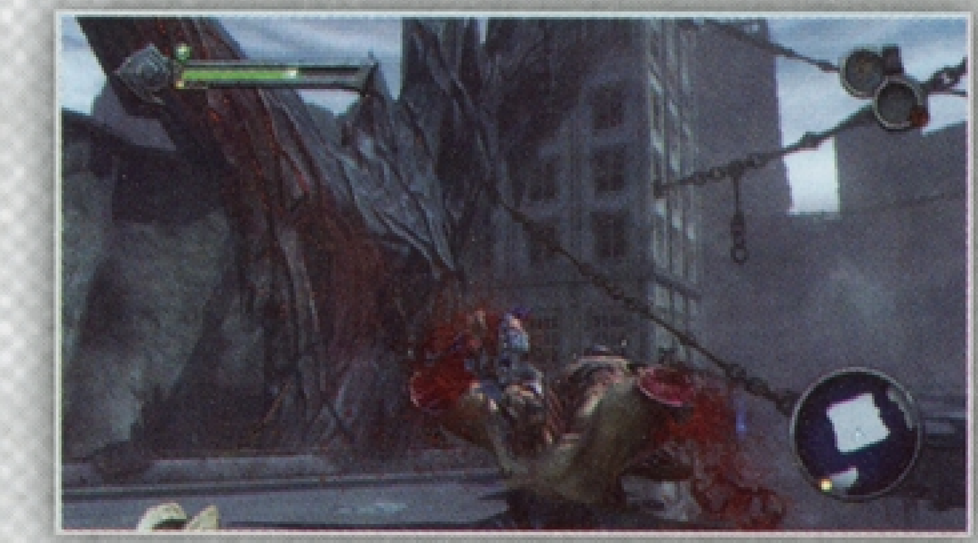
Enter the building to the right of the collapsed road. Climb the stairs to the second floor and slay the Phantom Guard Soldiers there. Collect the Souls from the casket before you approach the Shadow Currents beyond the bombed-out wall. Use Shadowflight to glide onto the elevated highway.



Fight from section to section along the fractured highway, using Shadowflight at the Shadow Currents to cross the gaps. Once you reach the end, a Trauma appears far behind in the distance and slowly makes its way toward you. Hold your ground and keep the beast in your sights. Catch the cars it throws by pressing the Action button. Then quickly target the beast by pressing the Focus button, and throw the car back at it. Continue tossing cars at it as it makes its way toward you.

The monstrosity should be ready for an Instant Kill attack as soon as it reaches your position. The Shadow Currents reappear—use them to continue toward the nearby building.

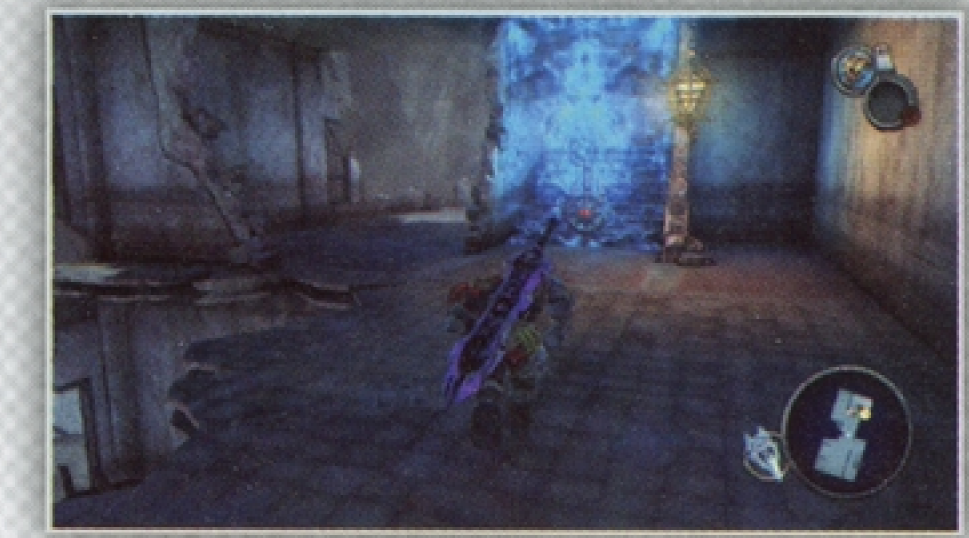




Beholder's Keys

A blue energy barrier seals the door on the building's third floor. You need a special key to unlock it—you cannot lift this barrier simply by killing nearby enemies. Descend the stairs to find the Beholder's Key.

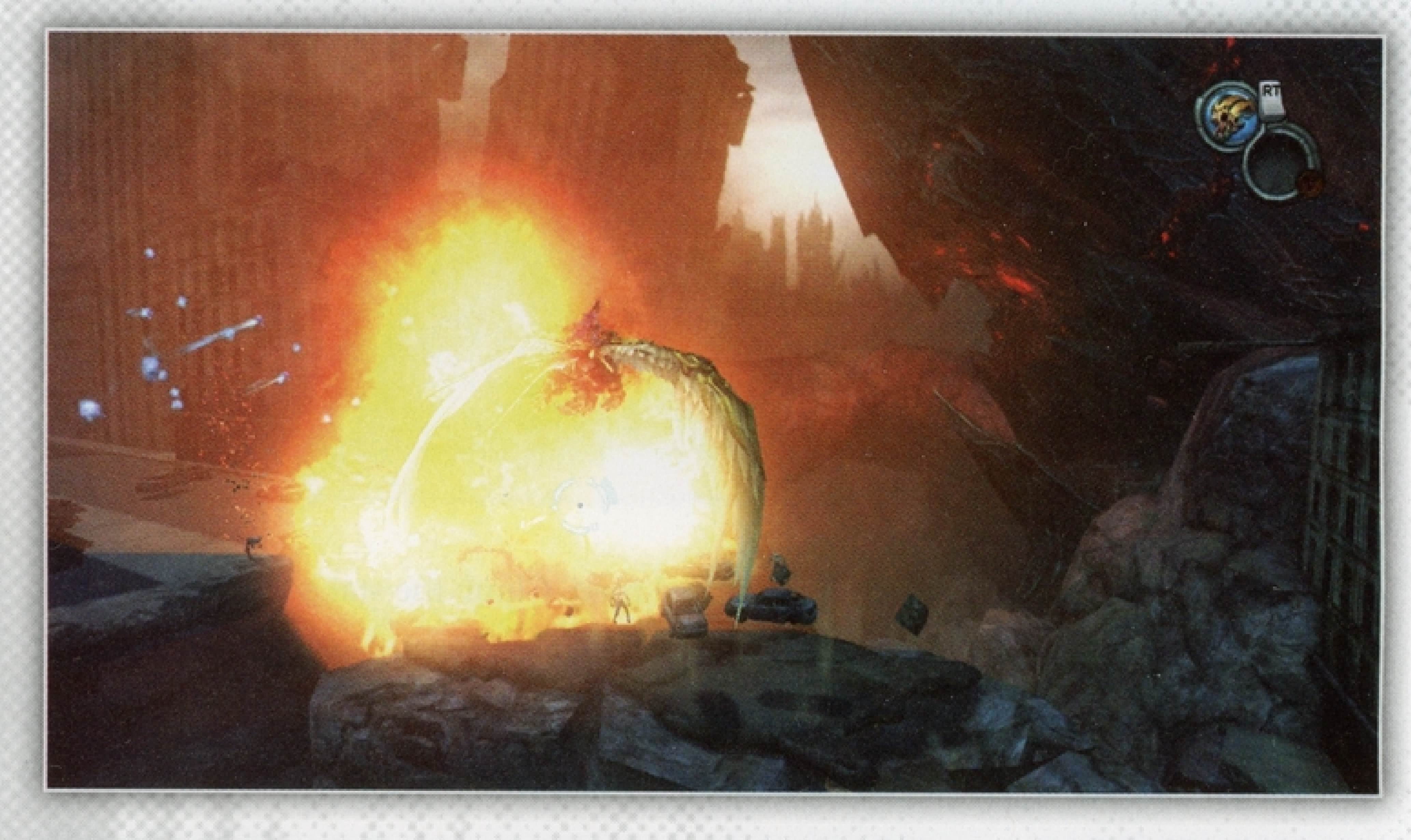
The Beholder's Key that you need to unlock the blue barrier is on the bottom floor. Descend the stairs to the second floor to find a casket with 250 Souls. Continue to the bottom floor to find the **Beholder's Key**. Return the way you came and unlock the barrier to proceed to the roof.



WAR TAKES FLIGHT

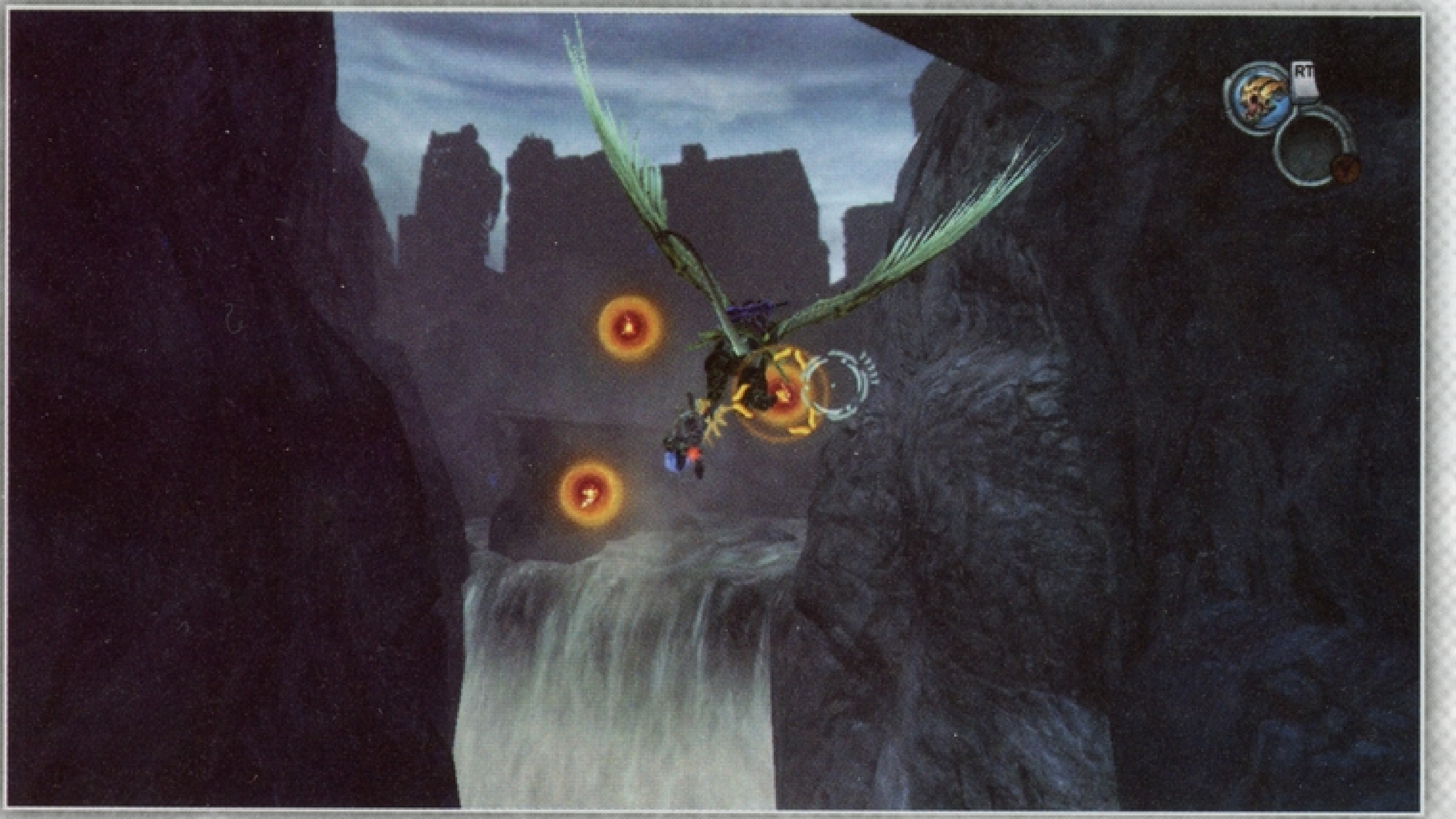
Piloting the Angelic Beast

War leaps onto the Angelic Beast as it flies past. Remembering the words of Samael, he believes he may have found the wings he needs to reach the Twilight Cathedral. The Angelic Beast knows the route to Tiamat's location and navigates a course of its own choosing. Use the movement controls to adjust the Angelic Beast's position along its flight path in order to avoid obstacles, enemies, and incoming attacks. Tap the Attack button to fire projectile attacks. Hold the Attack button and sweep the crosshairs across multiple targets to achieve lock-on for a powered-up attack.



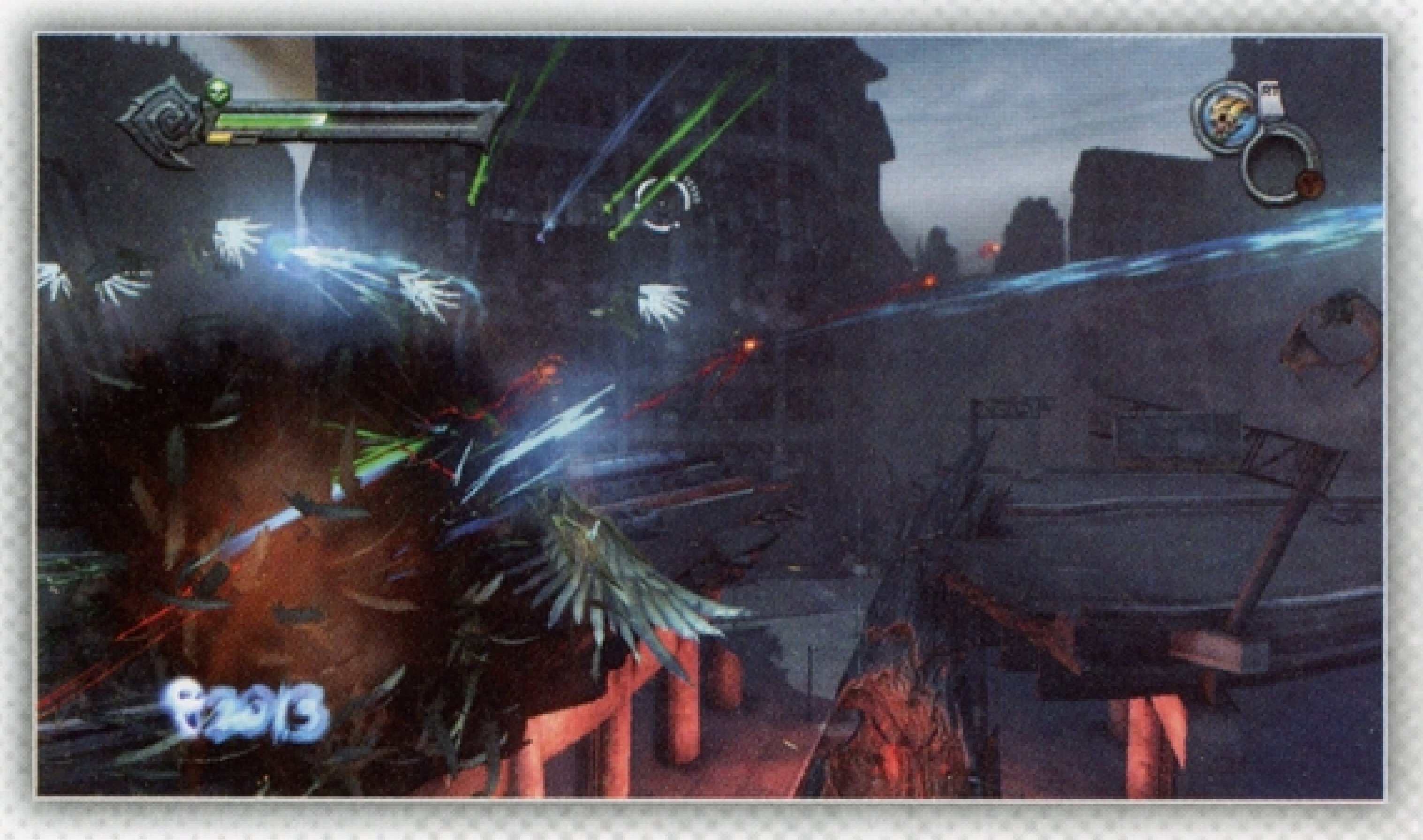
Rapidly tap the Attack button to defeat individual enemies. Switch to a lock-on strategy when you deal with multiple foes simultaneously. Larger ground-based enemies may not pose a direct threat, but they still yield plenty of Souls. Target nearby vehicles and explosive fuel trucks to destroy them with splash damage!

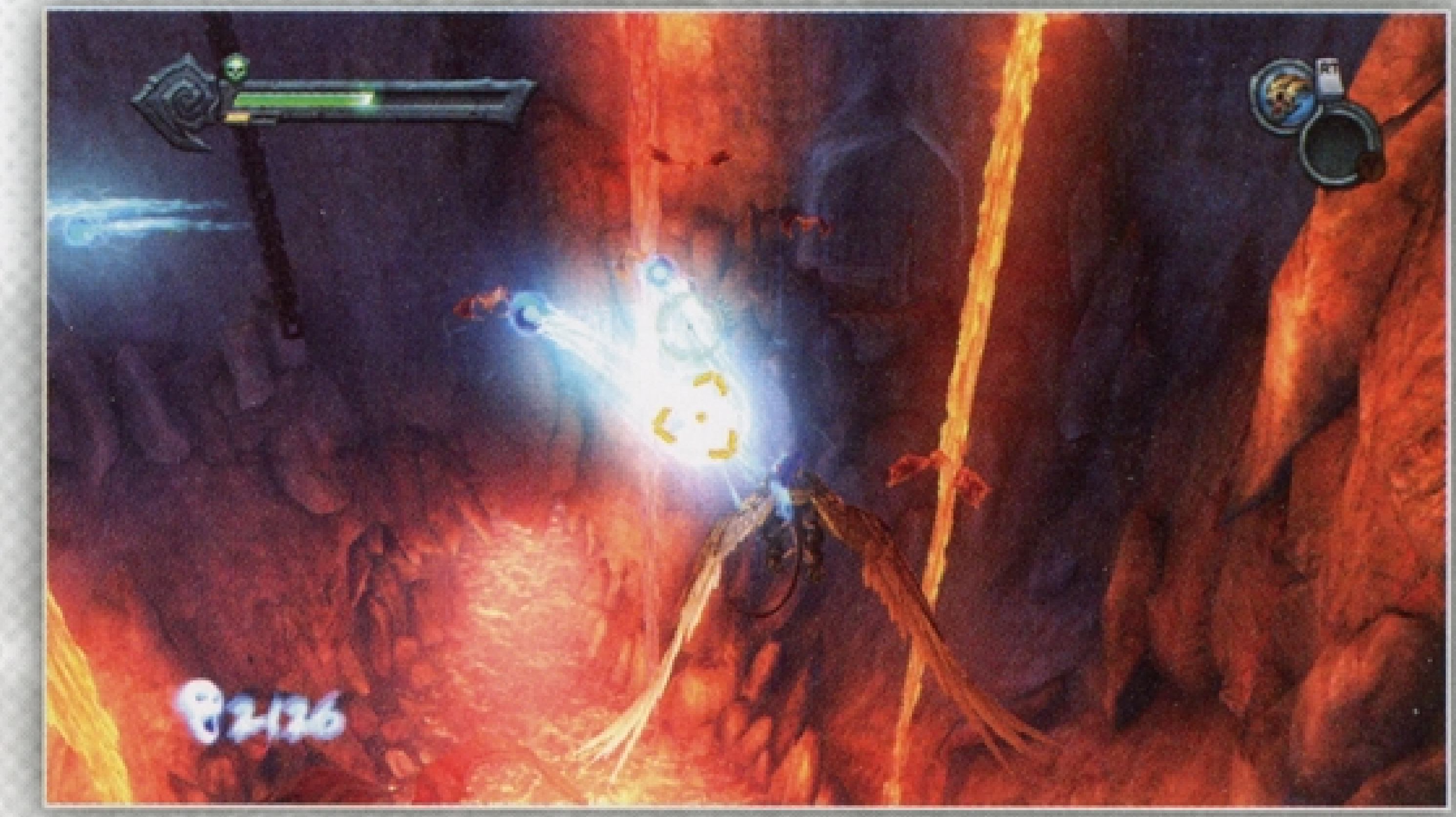
The Angelic Beast circles the Broken Stair highway and then dives into a cave filled with countless insects and other creatures. Steer away from the lava streams and stalactites poking down from the ceiling, the latter of which are destroyable. Continue firing at the Angel Soldiers, Angel Champions, and other enemies. Charge up the Angelic Beast's energy attack to blast away larger foes. Remember to dodge enemy attacks—though the Angelic Beast flies a predetermined route, you can still adjust its position within the tunnels and corridors.



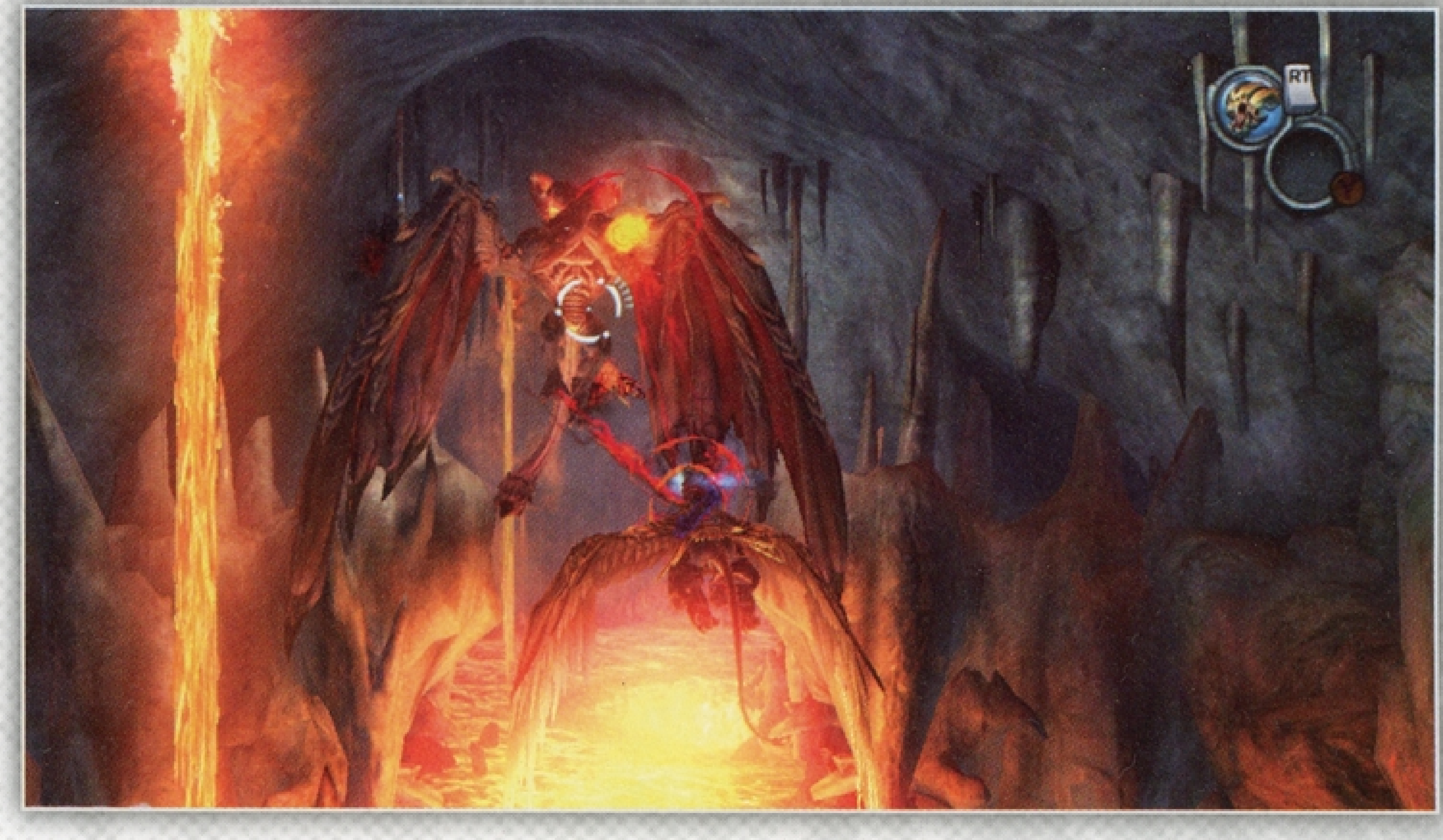
Of all the enemies you encounter during the flight to the Twilight Cathedral, none poses more of a threat than the Storm Wardens. They attack by summoning three homing beams that inflict significant damage. Use the lock-on system to target the three orbs circling the Storm Warden, and blast them out of the sky before they strike the Angelic Mount.

Fire at the Angel Champions as fast as you can to hit them as they fly past. Their shields are less likely to block your attacks when they're not squared up and facing you. Watch for Crows and Duskwings to shoot to regain lost health. Steer clear of the molten lava streaming down from the cave ceiling, and be on the lookout for dive-bombing Lavashrikes. Blast through the stalactites to clear a flight path, and ready the lock-on for swarms of Locust.





War eventually encounters a large, bat-like creature known as a Hellion. This creature can hover in midair, shielding itself with its wings as it readies a charged attack. Lock onto it with homing blasts, and wait to fire until it unfurls its wings and attacks. Quickly dodge to the side to avoid its attack, and then unleash your locked-on blast!



Tiamat appears outside the Twilight Cathedral to chase away the Angelic Beast, thereby depositing War on the steps of her hulking sanctuary. Samael said War could reach this place only through the air, and it looks like he was right. Now it's time to go after Tiamat's heart!

AERIAL PREDATOR

War takes off atop the Angelic Beast during his journey from the Broken Stair to Twilight Cathedral. Countless enemies fill the caves and tunnels through which they fly. Hold the Attack button to lock onto as many as possible, rapidly open fire on them, and then lock onto the next batch. Don't forget to attack ground-based enemies too! There isn't much margin for error if you want to amass 160 kills in this area, so fully exploit the Duskwings and Locusts that fly en masse within the lava caves. Remember to detonate the fuel trucks and other vehicles on the ground.

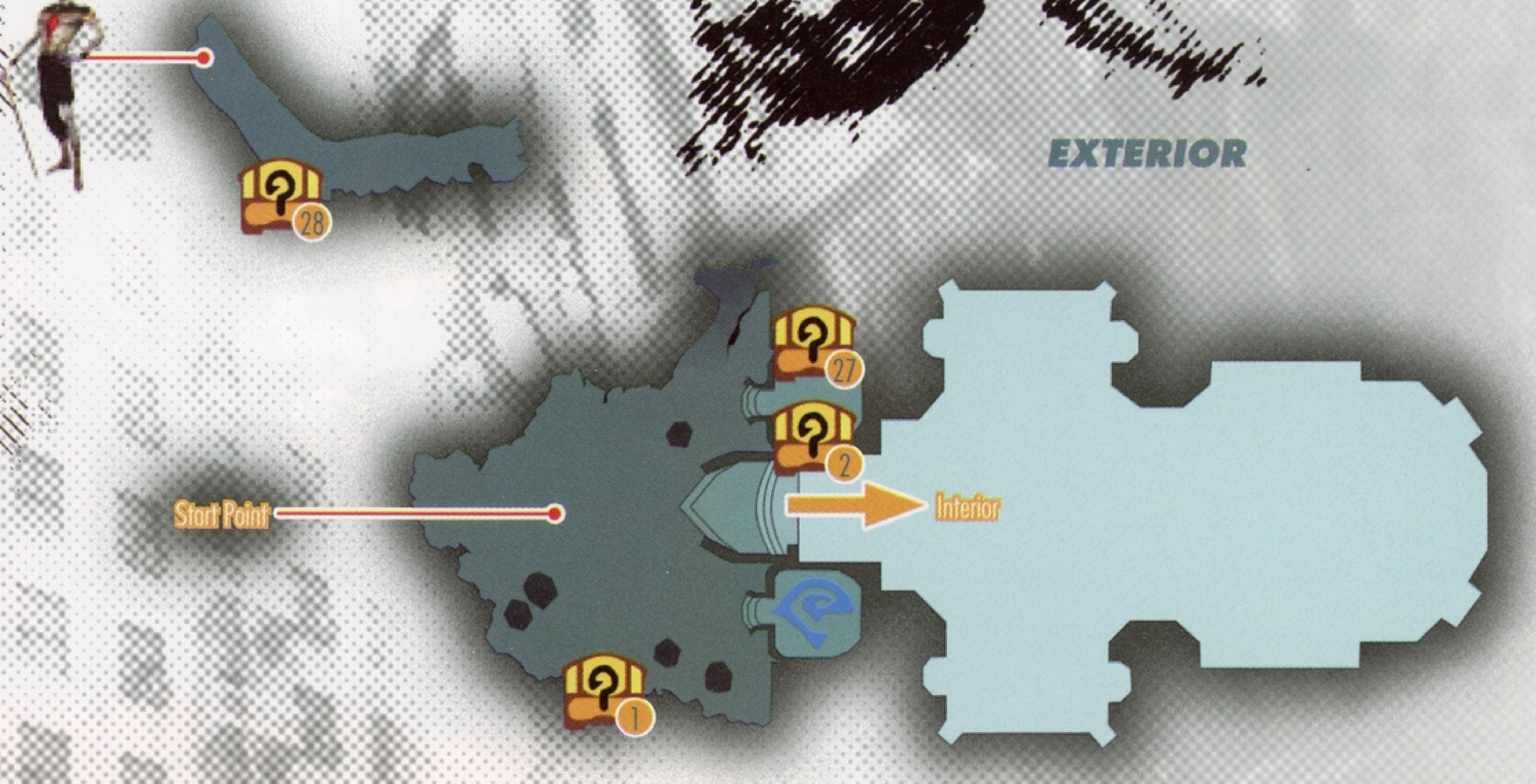
TWILIGHT CATHEDRAL

War's journey to the Twilight Cathedral ends in the vicious attack on the Angelic Beast by none other than Tiamat, the Bat Queen whose heart War must retrieve. Twilight Cathedral is a sprawling castle filled with numerous rooms and traps. War must navigate the treacherous catacombs to piece together a puzzling array of Crystal Blades in order to unlock the final door leading to the roof where Tiamat makes her roost. The journey through the Twilight Cathedral is long, but War's power and abilities increase considerably during his time in this place.

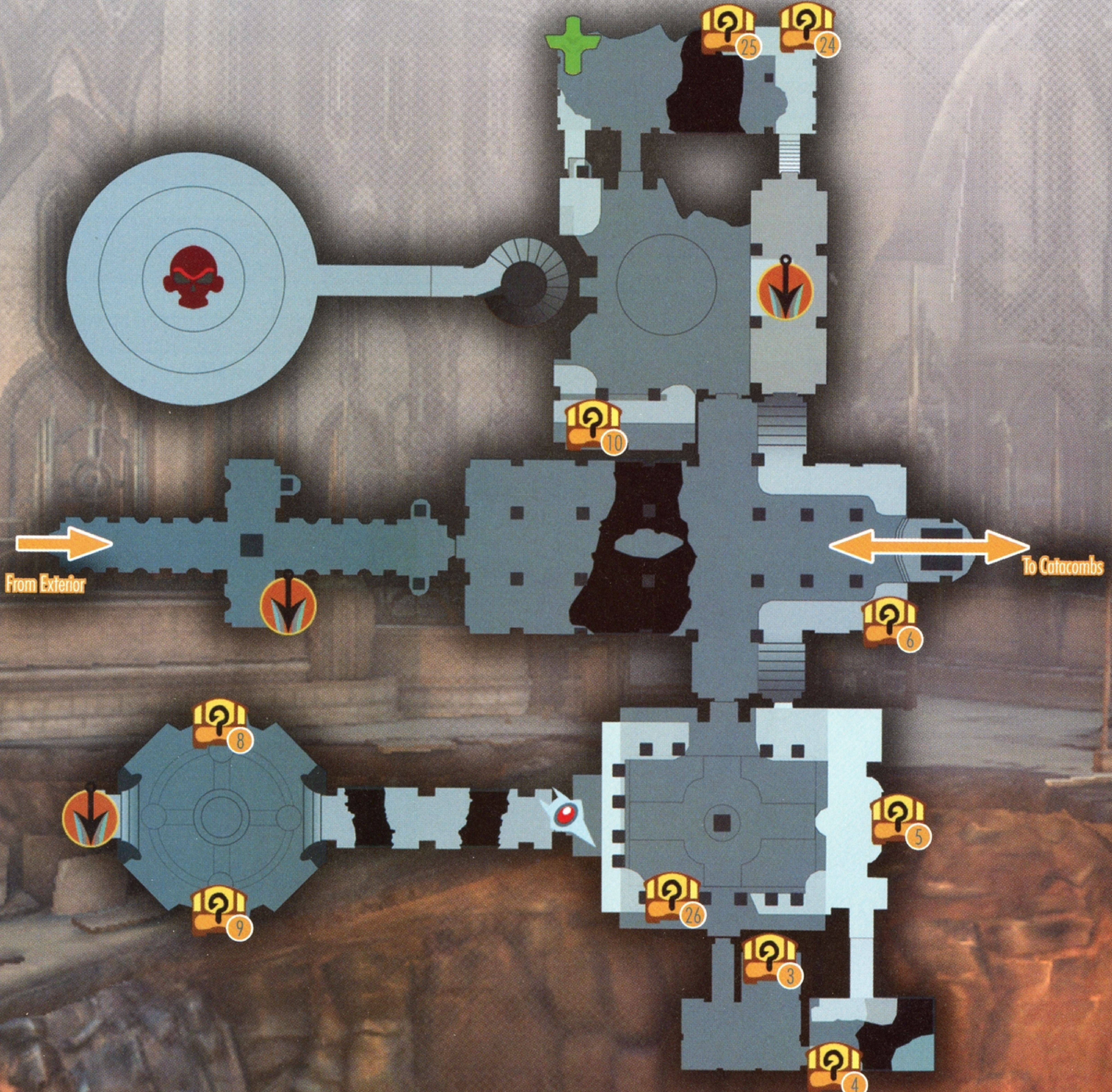
Twilight Cathedral

TWILIGHT CATHEDRAL TREASURE

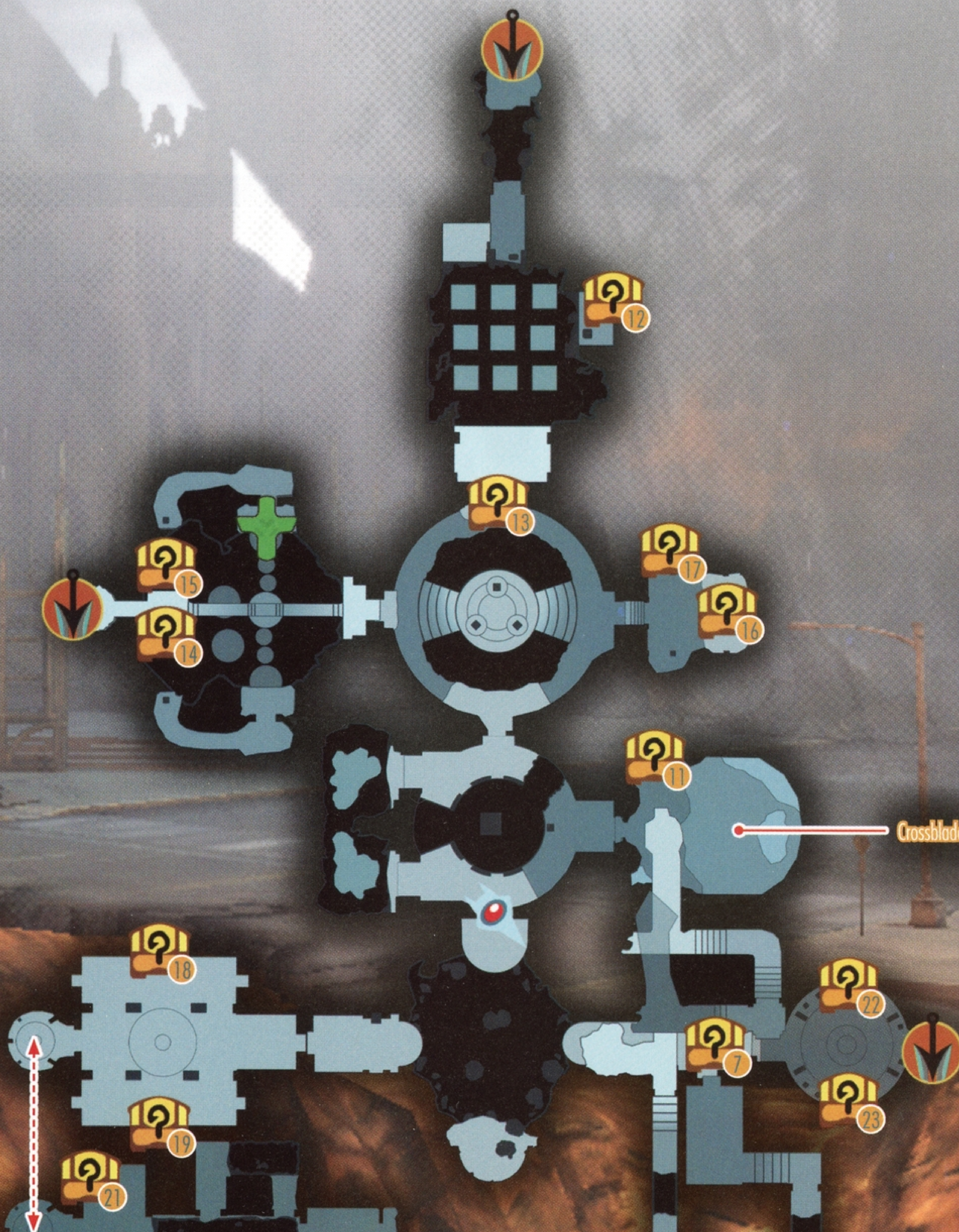
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	Health	-
3	Health	-
4	Empty Vessel	-
5	Map	-
6	Wrath Shard	-
7	Beholder's Key	-
8	Health	-
9	250 Souls	-
10	Lifestone Shard	-
11	Health	-
12	250 Souls	Crossblade
13	Health	-
14	250 Souls	Crossblade
15	250 Souls	Crossblade
16	Wrath Shard	-
17	Beholder's Key	-
18	Health	-
19	Health	-
20	100 Souls	-
21	Bloodthirst	Light all the torches in the room
22	Health	-
23	Health	-
24	Abyssal Armor Piece	Crossblade
25	Wrath Core	-
26	Hoardseeker	Crossblade
27	500 Souls	Gauntlet Tremor
28	200 Souls	Abyssal Chain

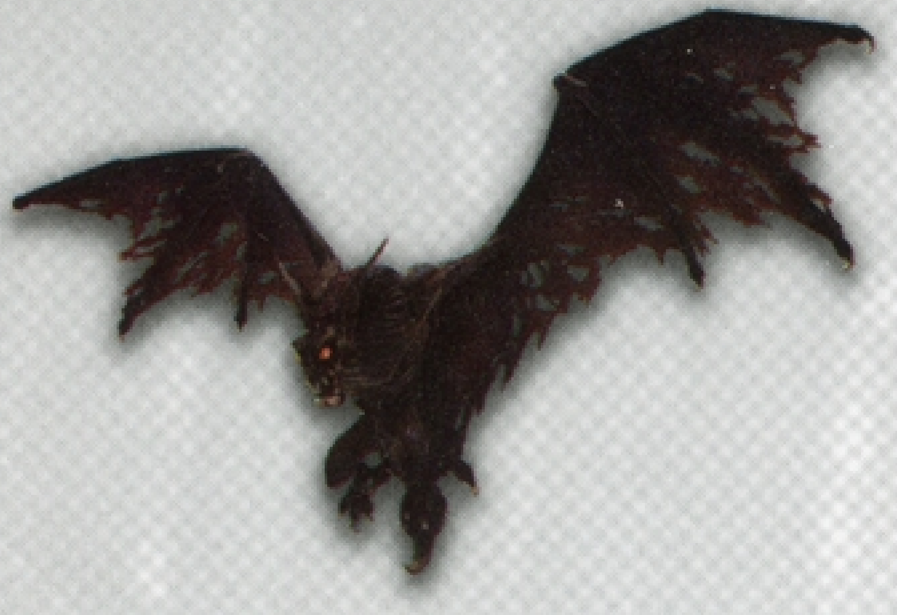


MAIN FLOOR

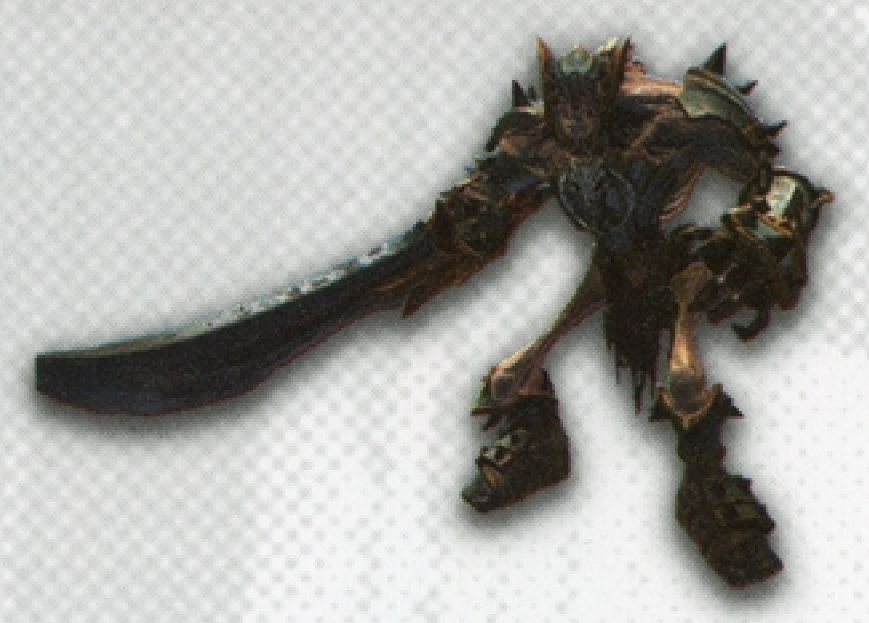

25
24
10
From Exterior
To Catacombs
6
8
5
26
9
3
4

BASEMENT

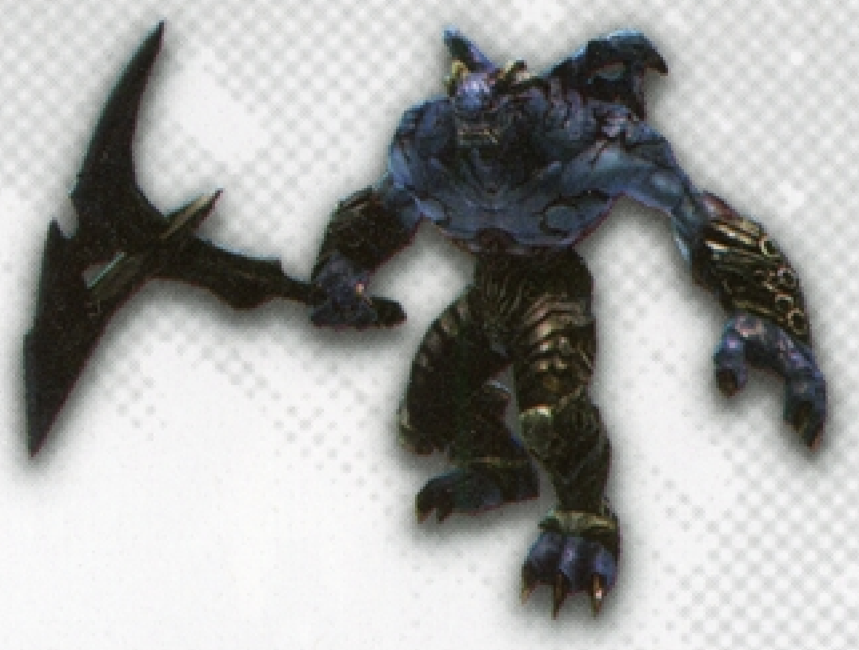

12
13
15
17
14
16
11
Crossblade
18
22
7
19
23
21
20



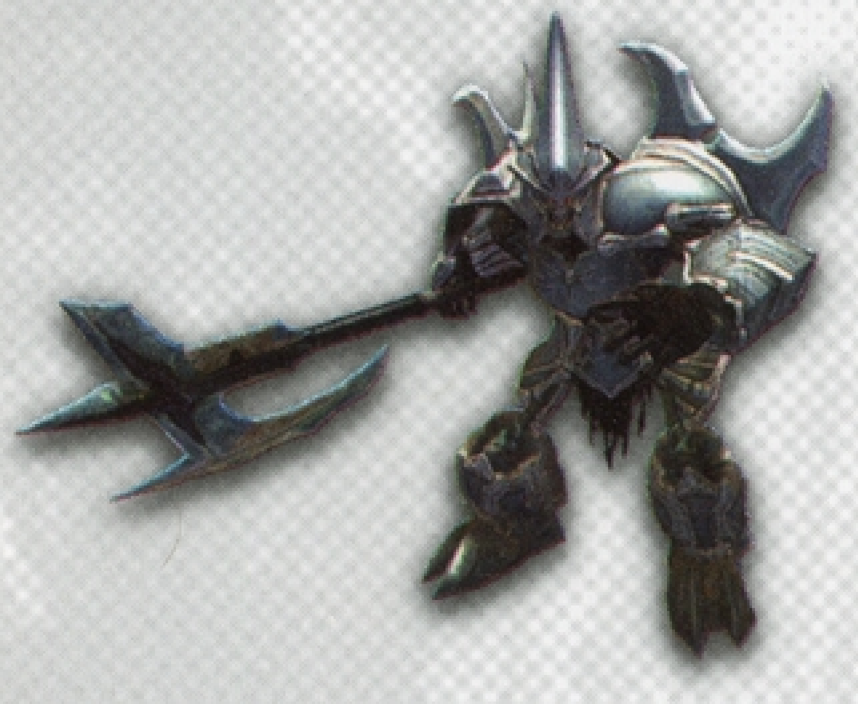
DUSKWING



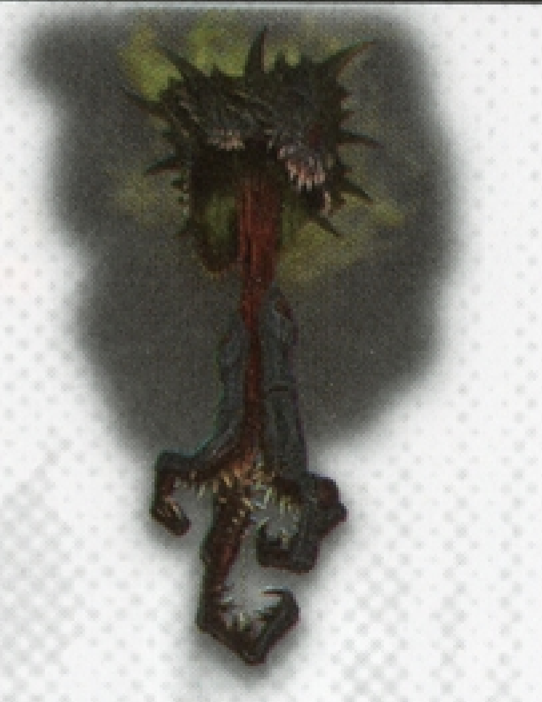
UNDEAD SOLDIER



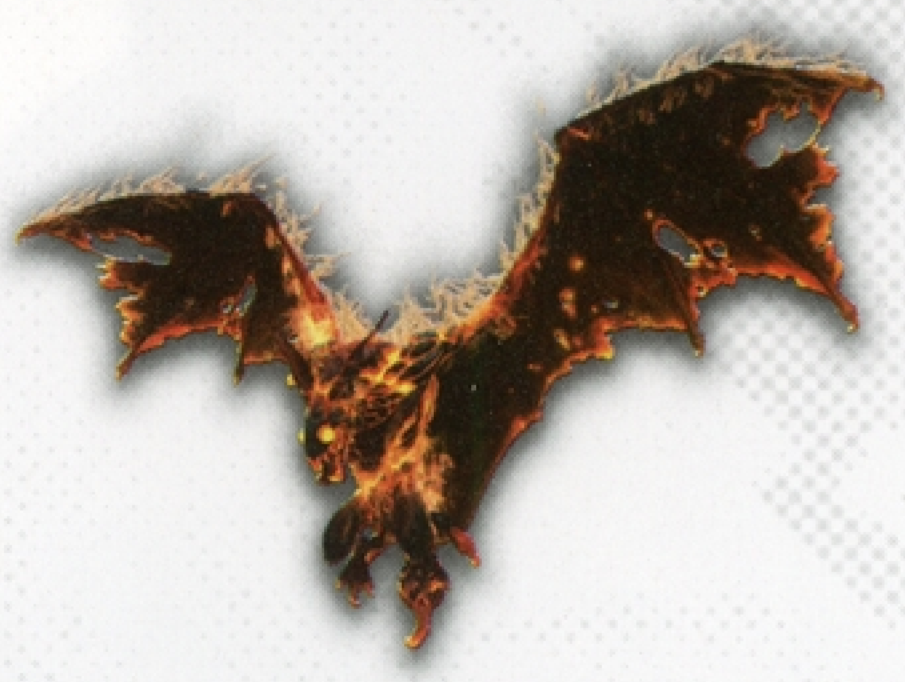
PHANTOM GUARD SOLDIER



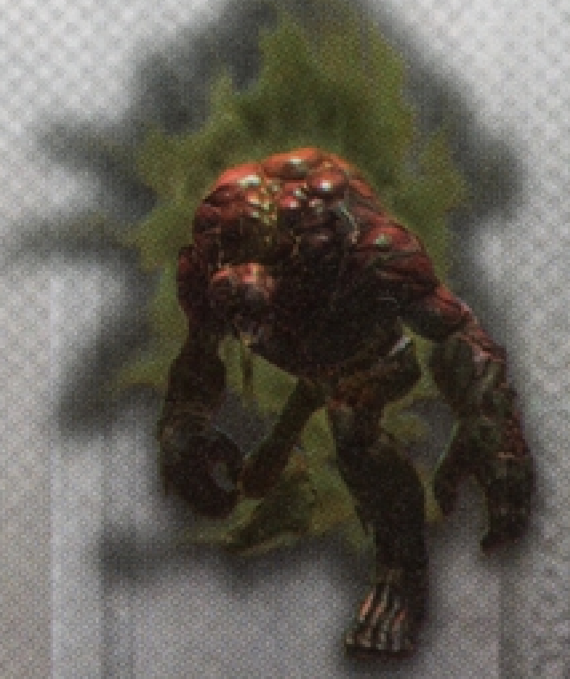
CONSCRIPT



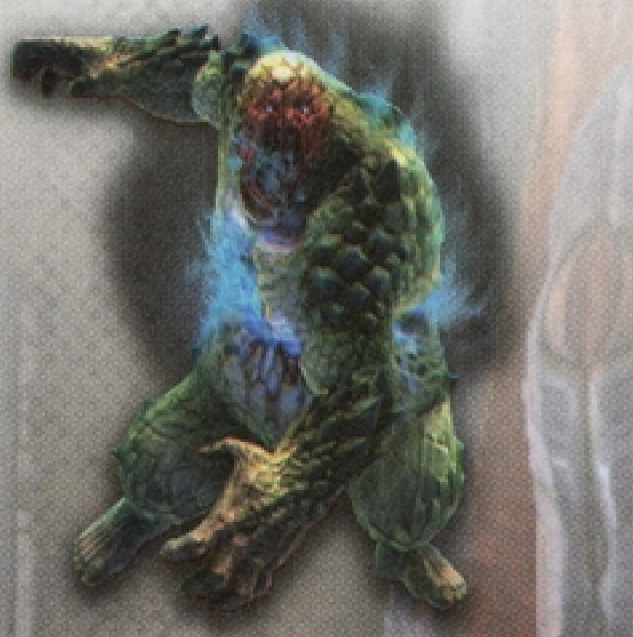
GOREMAW



LAVASHRIKE



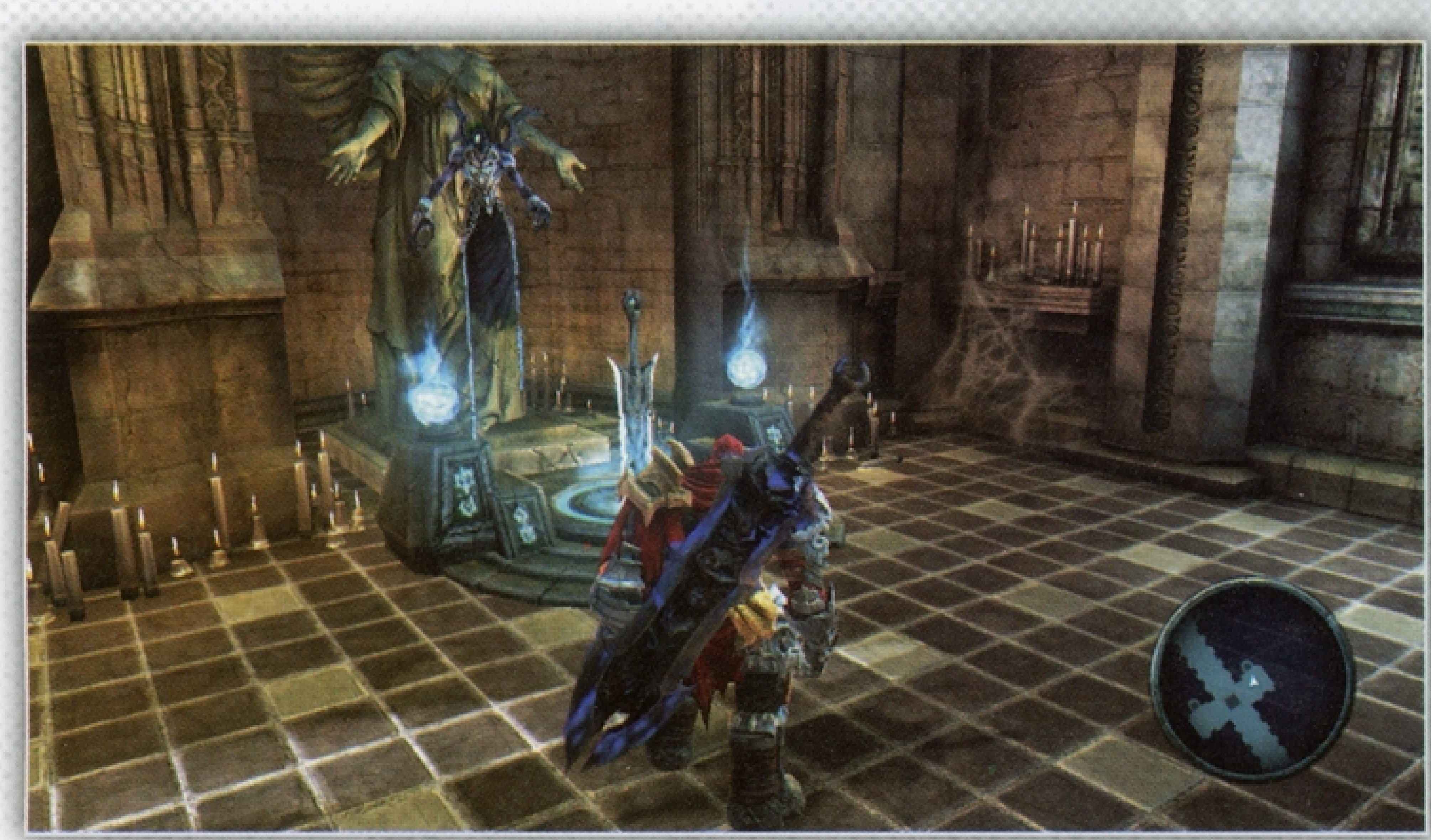
ROT MAULER



RAVENOUS

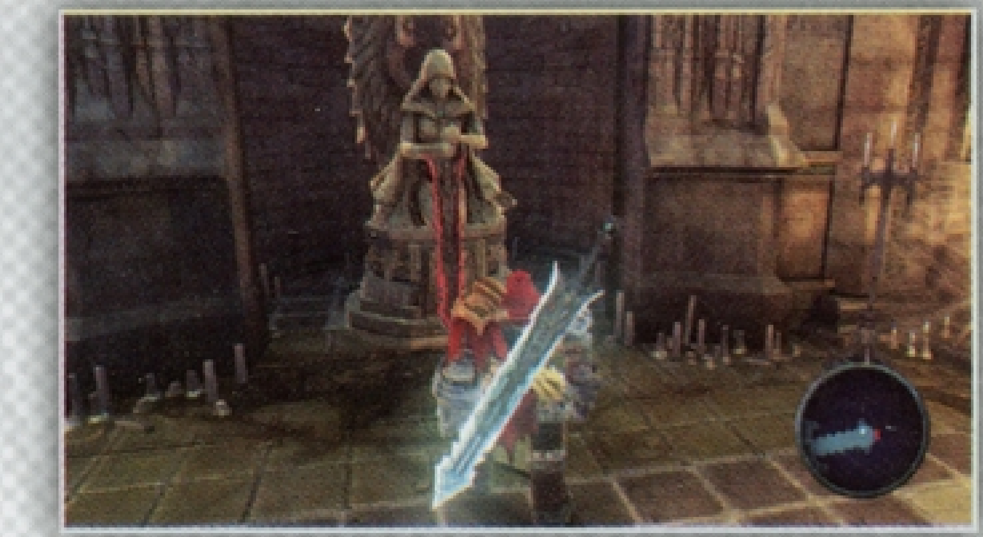
Find Tiamat and Take Her Heart

Explore the outside of Twilight Cathedral to find the pair of caskets and a Vulgrim location. Upgrade War's abilities—consider purchasing the Stoneskin Wrath Power. Then proceed inside. Watcher directs your attention to a glowing sword positioned in front of a statue on the right. Grab the sword and continue down the hall to the two statues at the far end, near the locked door. Note that one statue holds a red sword. Place the sword that you picked up into the empty hands of the statue on the right to unlock the door.

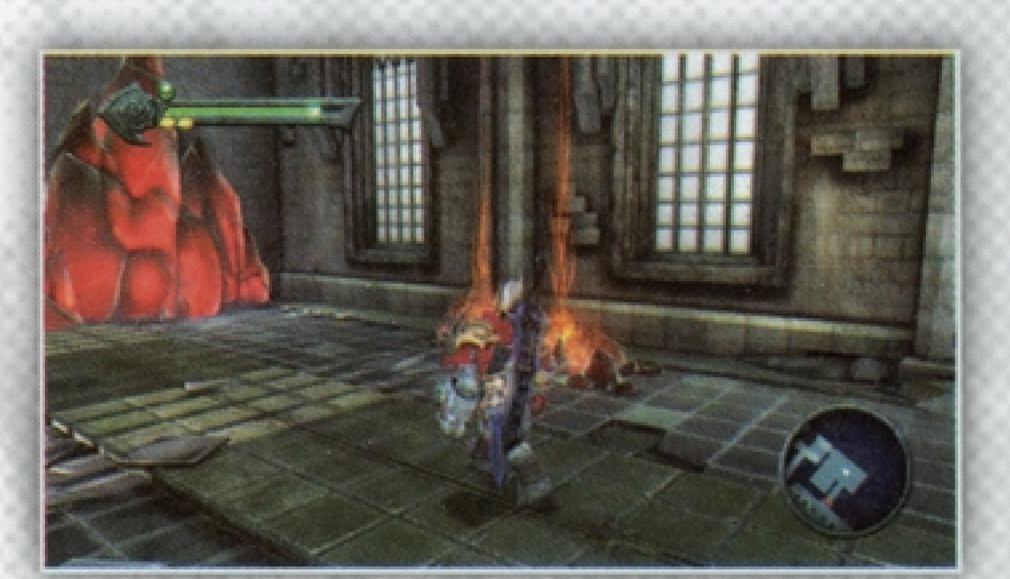


Crystal Blades

These glowing swords are known as Crystal Blades, and they serve as keys in Twilight Cathedral. Pick up the ones that glow blue, bring them to empty-handed statues, and press the Action button to slide the sword into position. Some doors and lifts require multiple Crystal Blades before they open. Doors on the mini-map turn from red to green when the Crystal Blades are placed in the correct position.



Leap across the lava pit to the main hall's north end, and jump into action against the Duskwings. This room's lower level contains two doors. A pair of doors is on the balcony above. Upon arrival, your only choice is to head to the right.

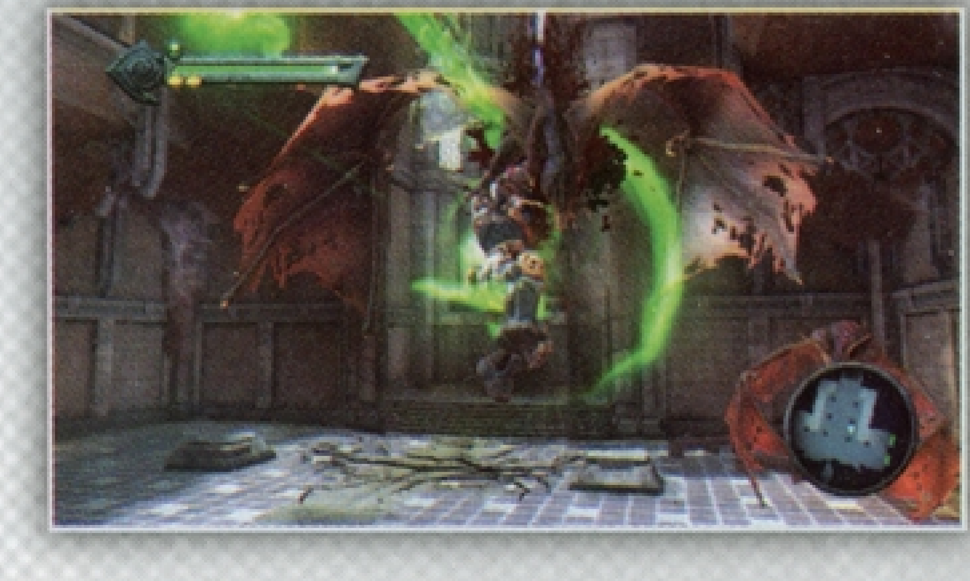


Clear the courtyard of Undead Soldiers to release the seal blocking the door across the yard. Note the blue barrier requiring a Beholder's Key. Enter the room beyond the sealed door, and pick up one of the mines in the smoldering crater. Quickly throw it at the massive red crystals to the left, and stand back as it explodes. Enter the room beyond. Use the ledges in the wall to spiral upward to the balcony. Leap across to the casket to get the Empty Vessel, and continue to the area overlooking the courtyard.

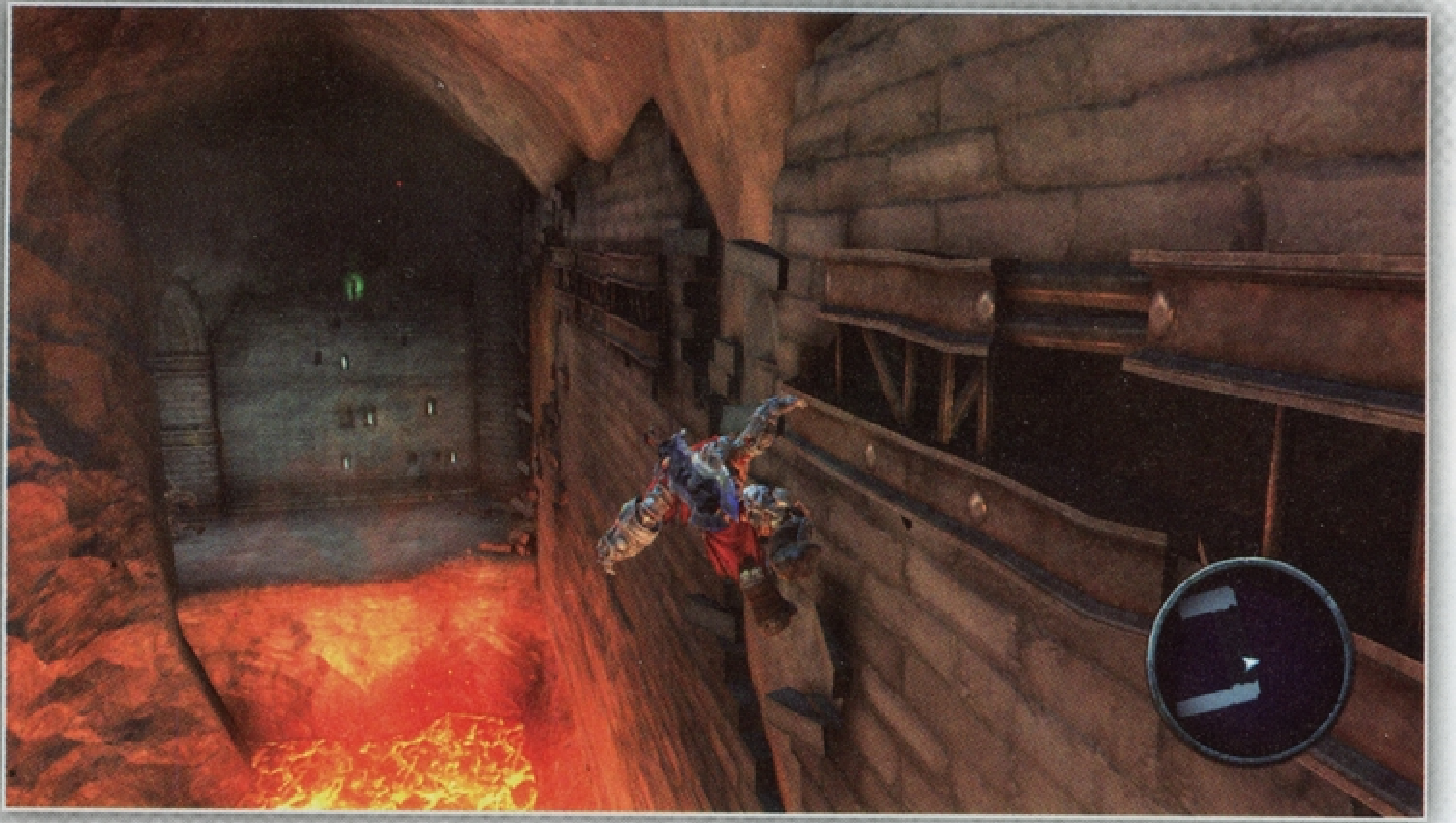
Grab the **Map** from the casket in the alcove on the right. Then cross the balcony to the door on the other side. Collect the Wrath Shard from the casket. Next, return to the previous room and push the massive statue off the balcony. It crashes through the weakened floor near the fountain and reveals a cave below.

Chaining Duskwings

Leap up and grab a Duskwing for an Instant Kill. Then, to chain another Instant Kill, leap to another Duskwing as you release the bat's head. If you haven't already unlocked the "High Flier" bonus, this area is perfect for chaining together five Duskwing kills.

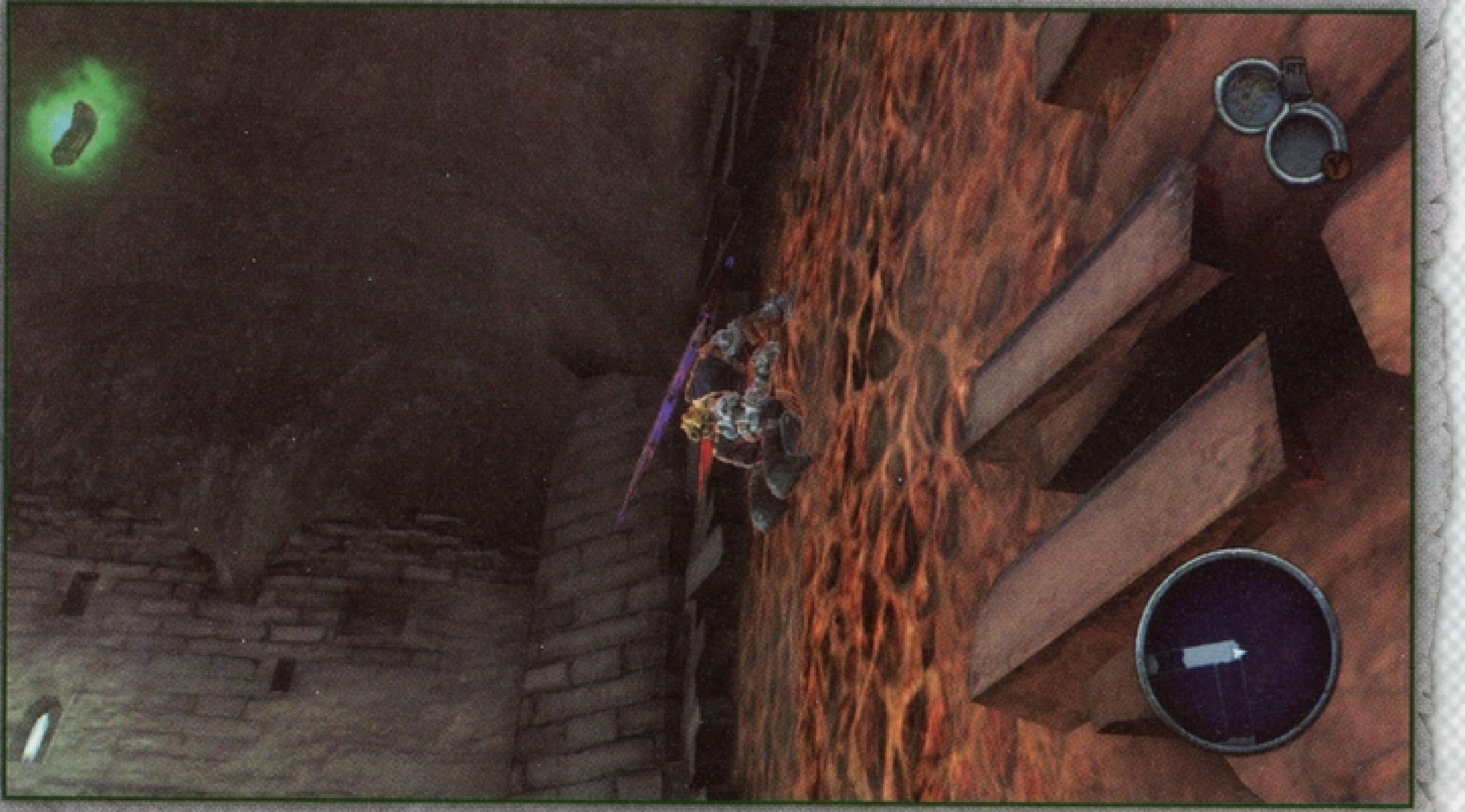


Enter the underground tunnel network and glide across the lava-filled void toward the enemies. Use the metal beams on the walls to shimmy past the large lava cavern to the other side. Continue through the tunnel to the door and lift the handle.



ARTIFACT: SOLDIER

Use the beams on the side of the wall to reach the Demonic Growth beyond the lava. Then climb up and all the way to the left. Leap backward from the wall to pluck the **Artifact** out of the air.

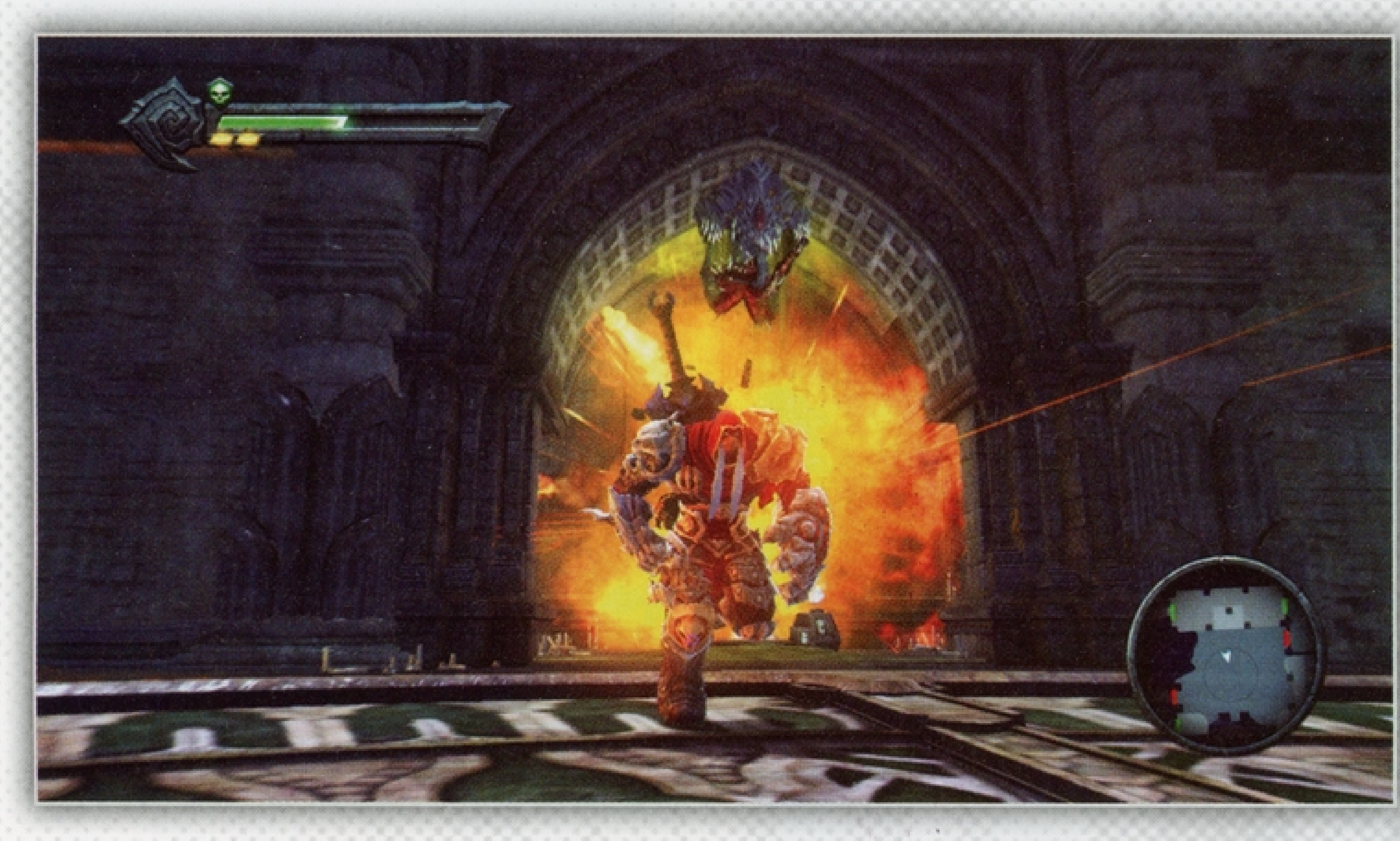


Rush toward the enemy forces ahead and unleash the Blade Geyser attack to obliterate them in one fell swoop. Take the **Beholder's Key** back the way you came. Climb the Demonic Growth to exit the pit that the fallen statue created. Cross the area past the fountain, and use the Beholder's Key on the blue gate.

Jump and glide across the gaps in the floor toward the Crystal Blade in the distance.

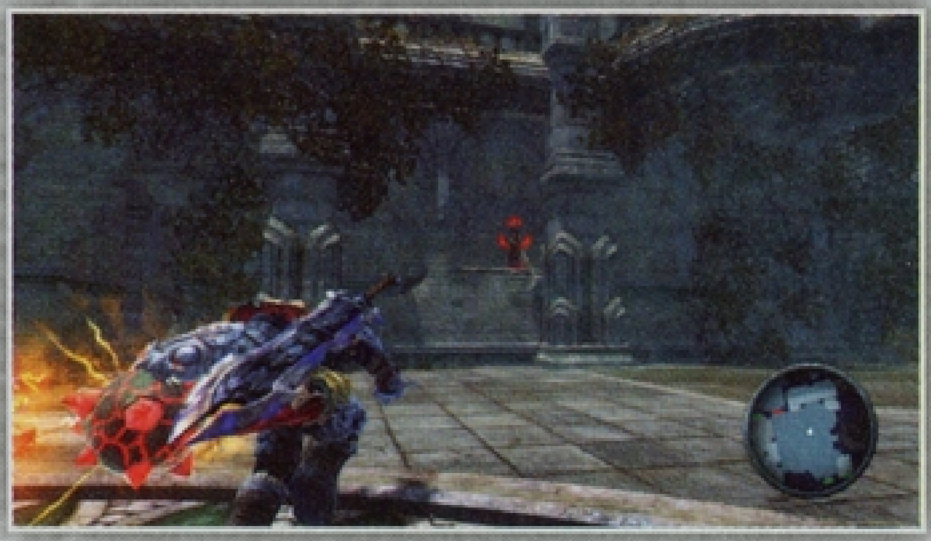
A hulking, armor-clad beast known as a Conscript wields a massive axe and guards the Crystal Blade. Leap and dash out of its reach, and counter with Flipsaw attacks. Use the Blade Geyser to shatter some of its armor, and replenish lost health from the casket if necessary. Some lesser enemies join the melee toward the fight's end—use the Blade Geyser to demolish them as they get close, and continue focusing on the larger threat. Take the Crystal Blade back to the main hall, to the left of the courtyard, and use it to open the door on the other side.

Grab the firebomb and throw it at the Goremaw above the Crystal Blade. This lets you grab the sword without a man-eating plant engulfing you in the process. The bomb doesn't kill the Goremaw, but it stuns the foe long enough for you to get the Crystal Blade. Kill the Duskwings and the Conscript that appear, and place the sword in the hands of the statue in the corner. This unlocks the door beside the statue.



Secrets within Crystals

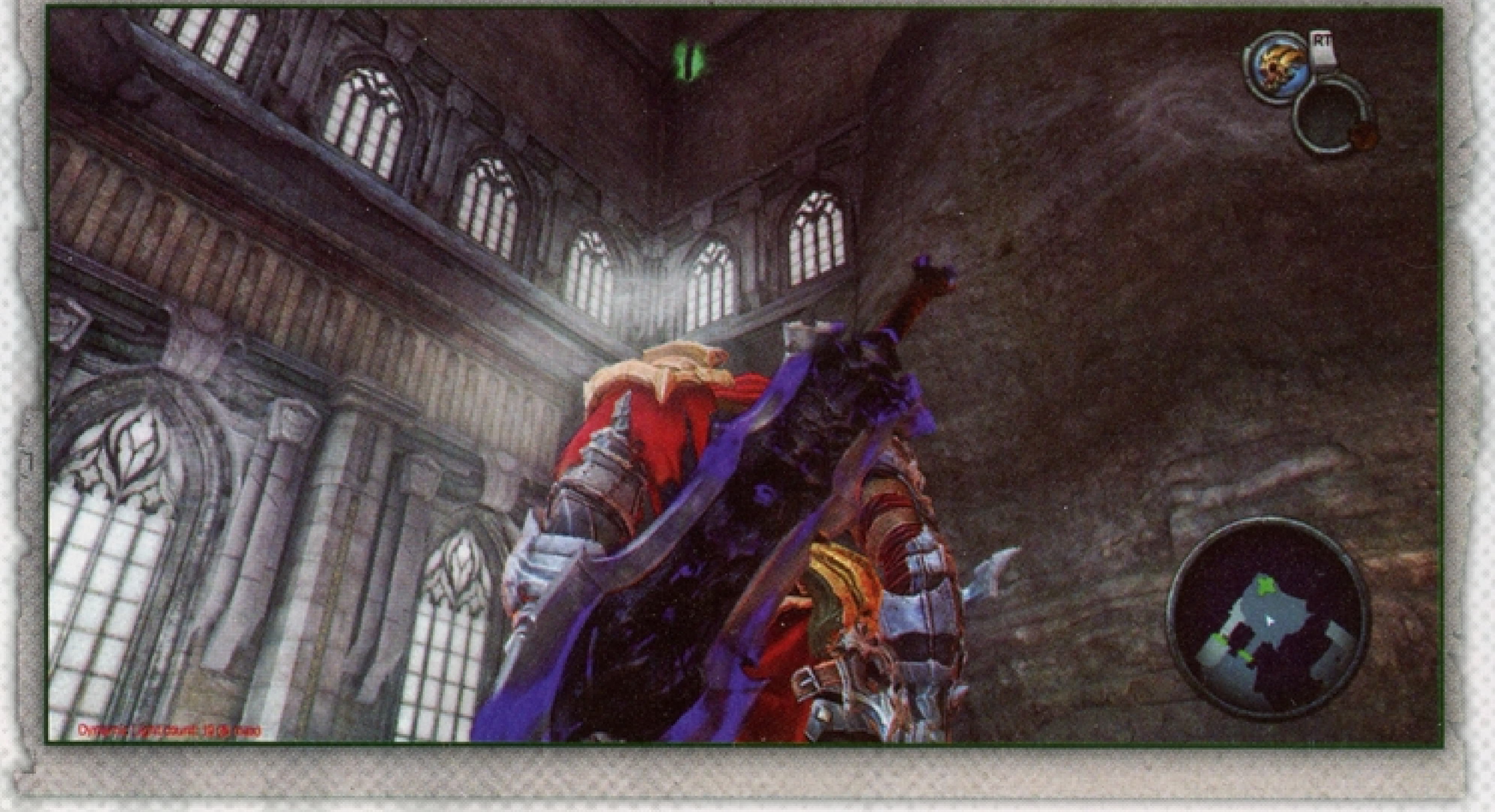
Grab one of the firebombs and click the Camera Stick to enter Aim Mode. Quickly target the red crystals through the window. Throw the firebomb to detonate the crystals and find a casket containing a **Lifestone Shard**.



Enter the cavernous room beyond the previously locked door. Glide on the Shadow Currents up to the balcony above. Return to the previous room on a ledge above the Crystal Blade. Use the beams in the wall's sides to cross the room to the other side. Push the large stone block from the balcony onto the floor, and then slide it over to the wall on the right. Climb up to the balcony and proceed through the door on the right to return to the main hall's second floor.

ARTIFACT: CHAMPION

Double-jump into the Shadow Current. Glide away from the balcony, toward the room's right-hand corner, to pluck the **Artifact** out of the air. You must leap into the Shadow Current and glide smoothly in the Artifact's direction from the ground. Otherwise, you won't ascend high enough to reach it. You can sell this Champion Artifact to Vulgrim for 1000 Souls.

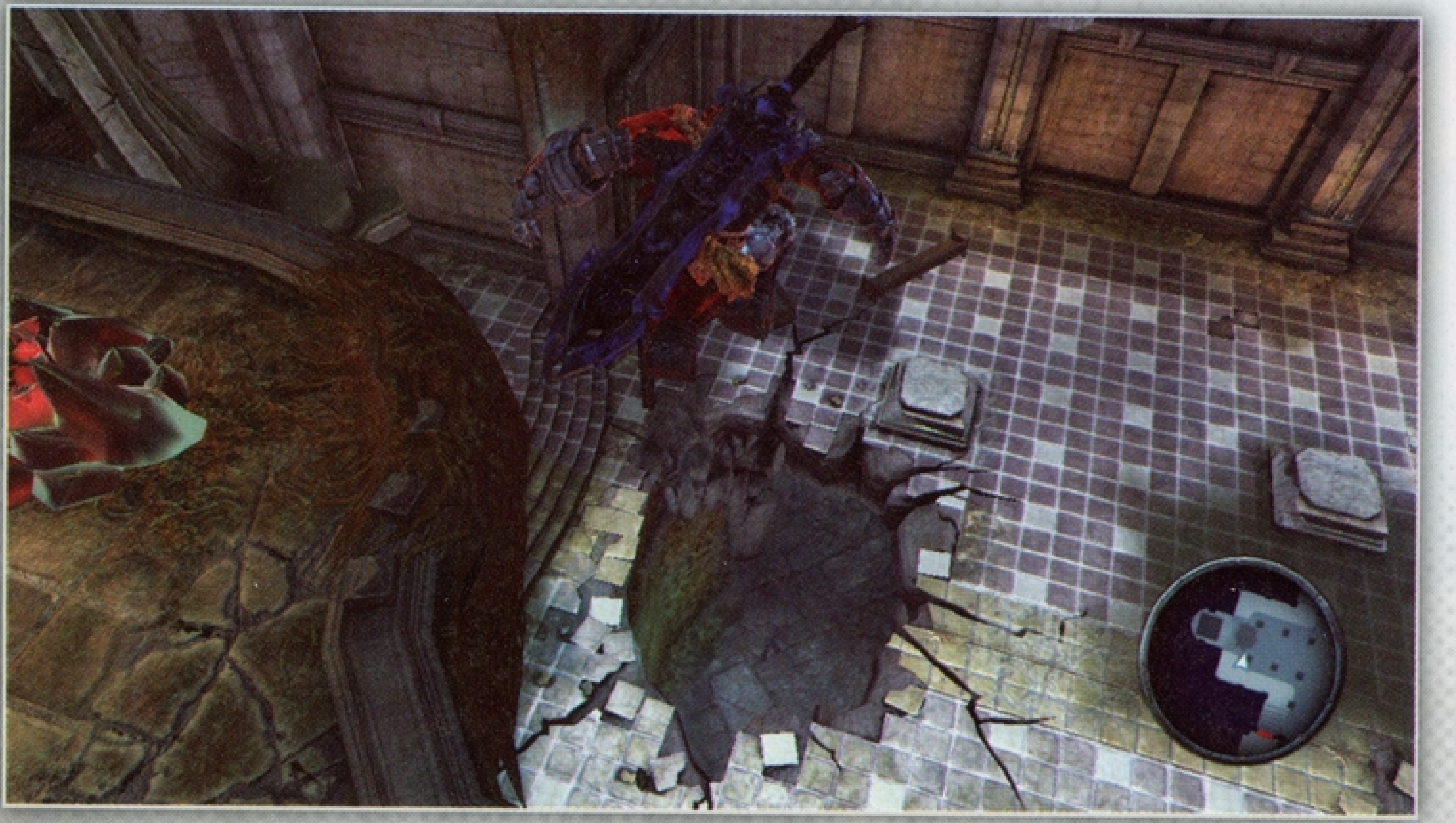


INTO THE CATACOMBS

A firebomb is on the ledge. Throw it at the Goremaw hanging down from the ceiling between the two balconies. It drops the large statue through the main hall's floor, revealing a second underground pit. Leap down into the pit and follow the path to the large cavern in the distance. Hop down off the ledge near the casket to enter Twilight Cathedral's Catacombs region. Slash at the bound stone near the edge to gain the **Crossblade**.

New Gear! Crossblade

The Crossblade is a ranged weapon, not unlike a bladed boomerang, that has multiple uses. Tap the Hold Gear button to quick-toss it at a nearby enemy or object. Hold the Use Gear button to charge the spinning Crossblade for a high-powered attack that repeatedly slices a targeted enemy. While you're targeting multiple enemies in Aim Mode, hold the Use Gear button to send the Crossblade after several targets in quick succession.



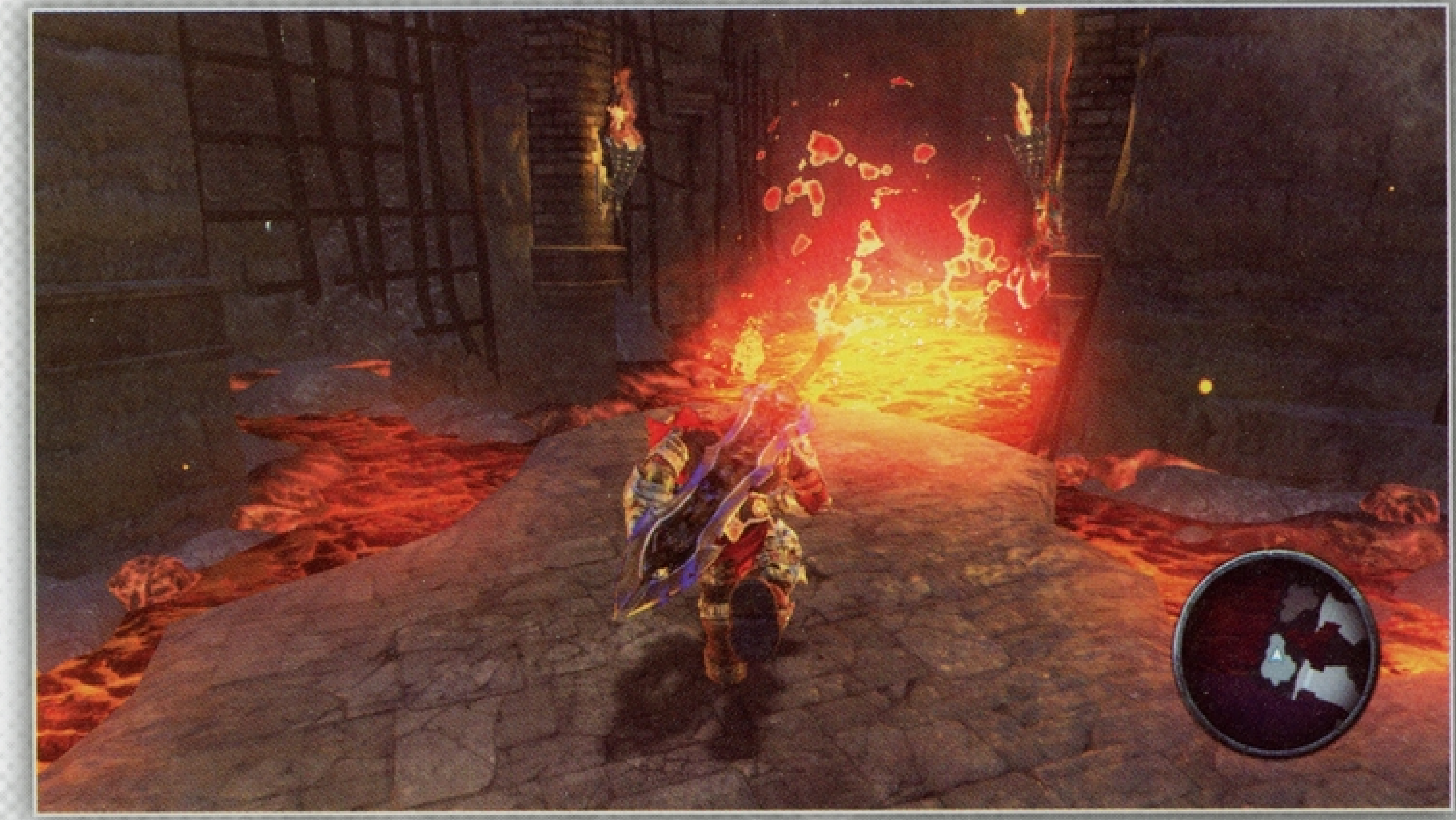
ELEMENTAL THIEF

War obtains the Crossblade during his travels through the catacombs under Twilight Cathedral. The item is in a cave at the end of a tunnel beneath the main hall. Slash at the chain-bound block to break it free.

Practice the Crossblade's multi-targeting abilities against the Lavashrikes that appear. Then get ready for your first encounter with a Rot Mauler. Avoid this cretin's toxic breath and venomous fumes, and charge the Crossblade as you run around the area. Throw the Crossblade at the beast to interrupt its poison attack and inflict massive cutting damage. Repeat this attack multiple times until the creature leans back in preparation of a rupture. Maintain a safe distance until the Souls are released.

War can't return the way he came. He can't regain the ledge from which he descended, so he must unlock the door leading out. Throw the Crossblade at the pulsating Crystal Blade above the door to turn it red and unlock the door.

This next room is circular in shape and a large pool of lava dominates the center. A series of pulleys and chains connects a large statue with the crank wheel near War. Throw the Crossblade at the bomb that rests amid the red crystals clinging to the statue. This destroys the crystals, thereby freeing the statue. Likewise, climb the ledge to the left for a clean line of sight on the bomb attached to the crystals behind the statue.

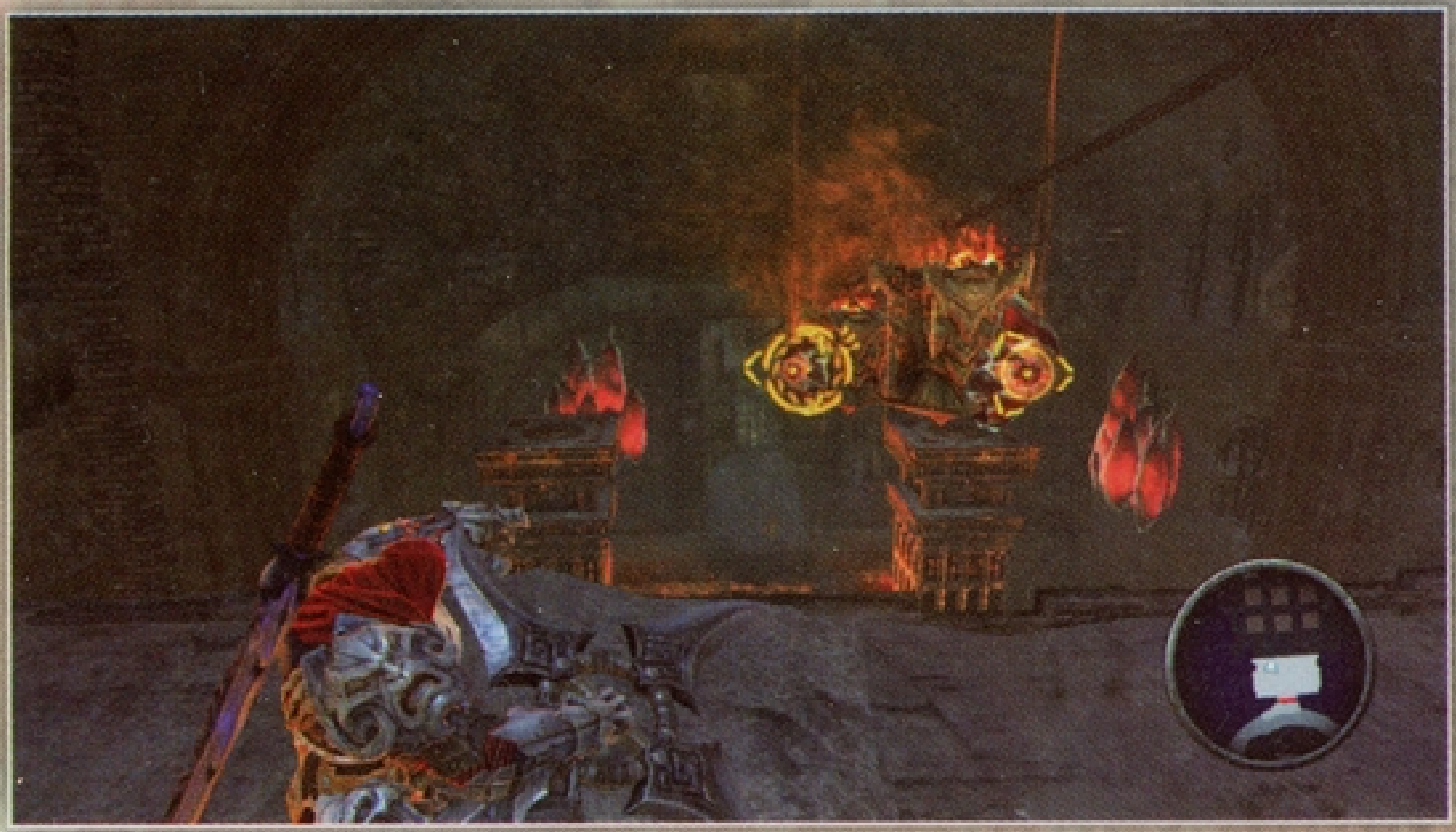


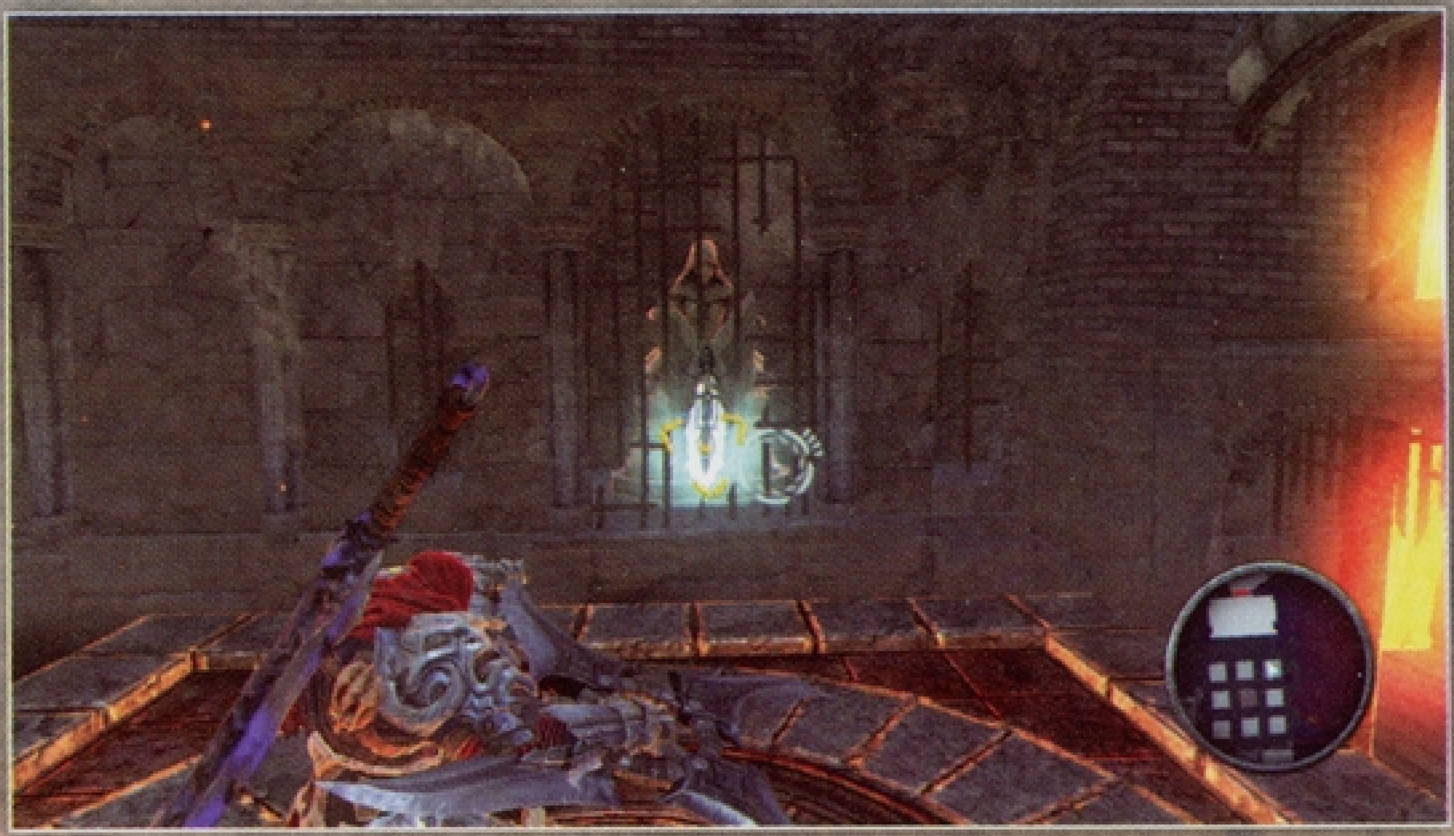
Turn the crank to raise the statue and open the door to the right. However, the only way to advance is in a long, clockwise loop. Head to the cave behind the statue. Use the Crossblade to detonate the bombs attached to the pillars near the lava. The bombs stuck to the second pillar are inert and must be ignited. The Crossblade can carry elemental properties from other objects. Target the torch on the right before you target the inert bombs—the Crossblade ignites from the torch and detonates the bombs.

War comes to a massive, circular room featuring three angelic statues in the center. Each has its hands spread open, as if waiting to be given an item. Grab the health from the casket across the room, and use the Shadow Current near this casket to reach the door above it. The first of the three Crystal Blades is in the next room.

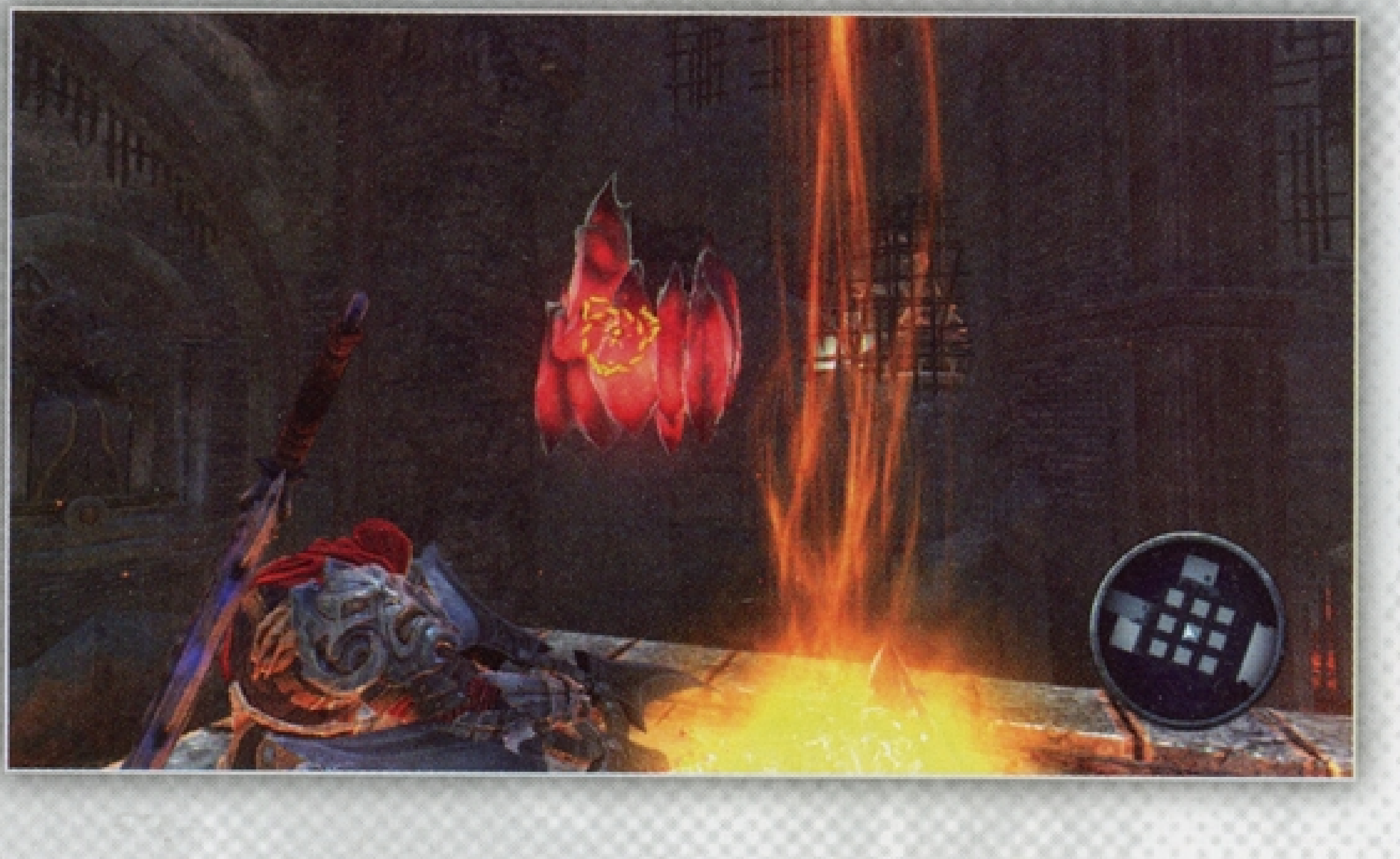
CAVE OF COLUMNS

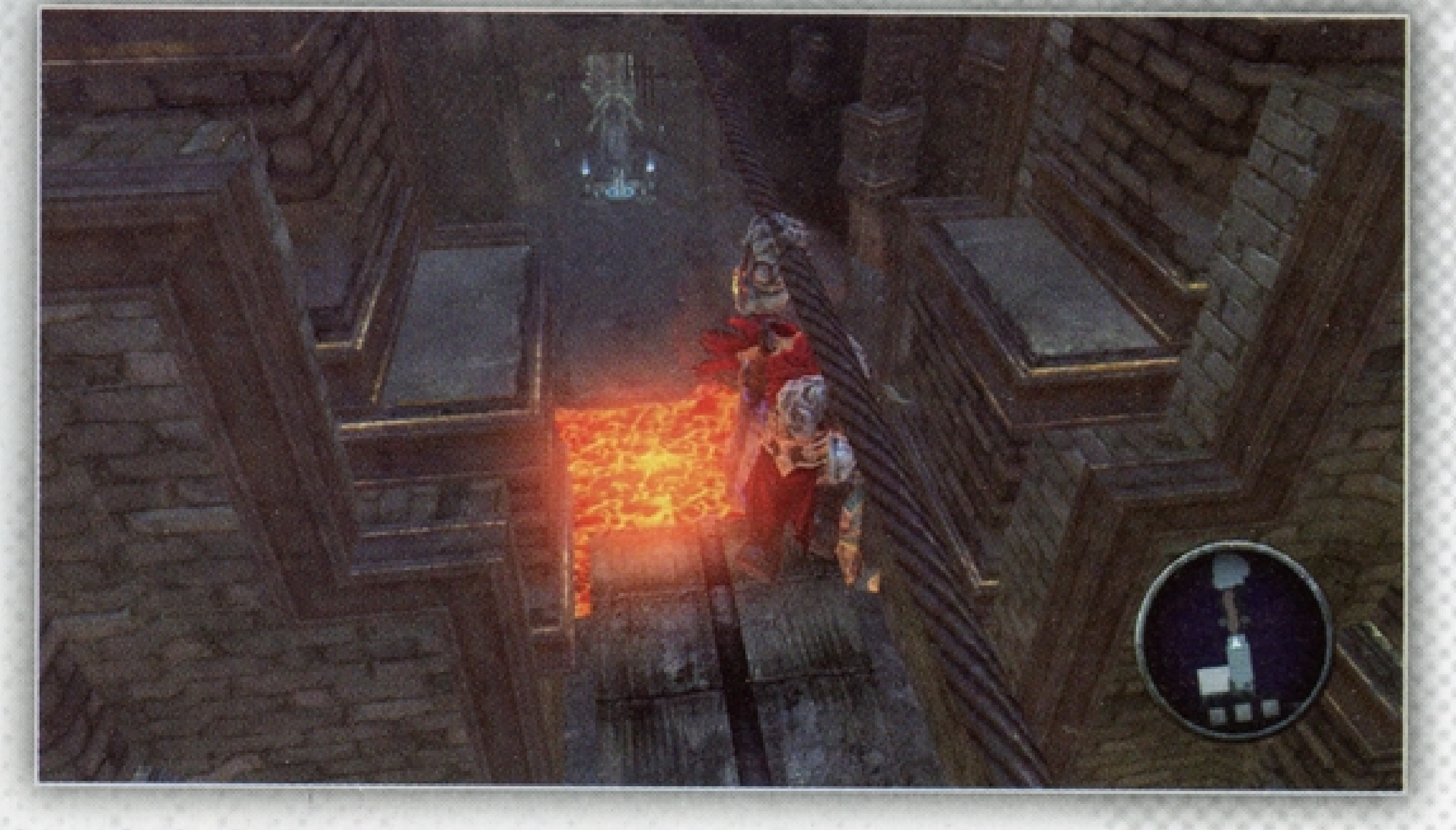
Use the Crossblade to detonate the obstructions on the cable. Then leap up and grab the cable so you can zip-line down to the room's far side. Turn the crank to begin raising several of the sunken columns out of the lava. Use the Crossblade to destroy the Lavashrikes, and leap out onto the columns. You must now use the Crossblade, along with double-jumps and the Shadowflight ability, to strike each of the Crystal Blades scattered throughout the room. Each time you hit a Crystal Blade with the Crossblade, the columns in the center rise and fall. Start with the one in the far left corner, and then proceed naturally as the columns rise. Be ready to move quickly though, as there is always a chance that the column on which you stand is set to sink.





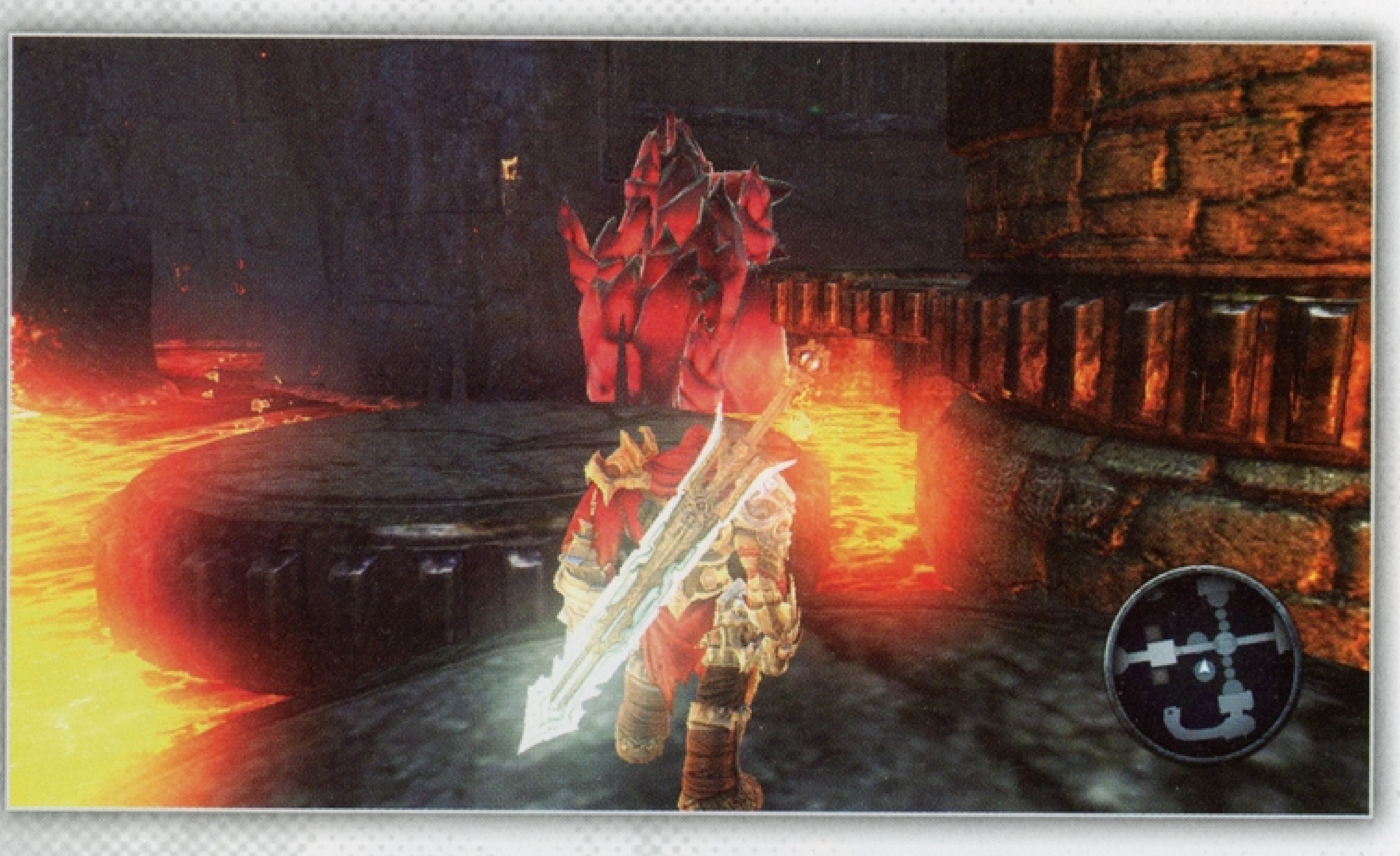
Red crystals seal access to the room with the Crystal Blade. Use the firebomb on the center column to blast them—metal bars make it impossible to hit with the Crossblade from out amongst the columns. Hit this Crystal Blade with the Chaoseater. Then quickly run back out toward the room's center, and double-jump toward the rising column straight across. Use it to access the cave on the right. Slide along the cable to the Crystal Blade in the distance. Exit the area by targeting the two Crystal Blades with the Crossblade. Return the Crystal Blade to one of the three statues in the previous area, and proceed through the other unlocked door.





CAVE OF THE SPINNING BRIDGE

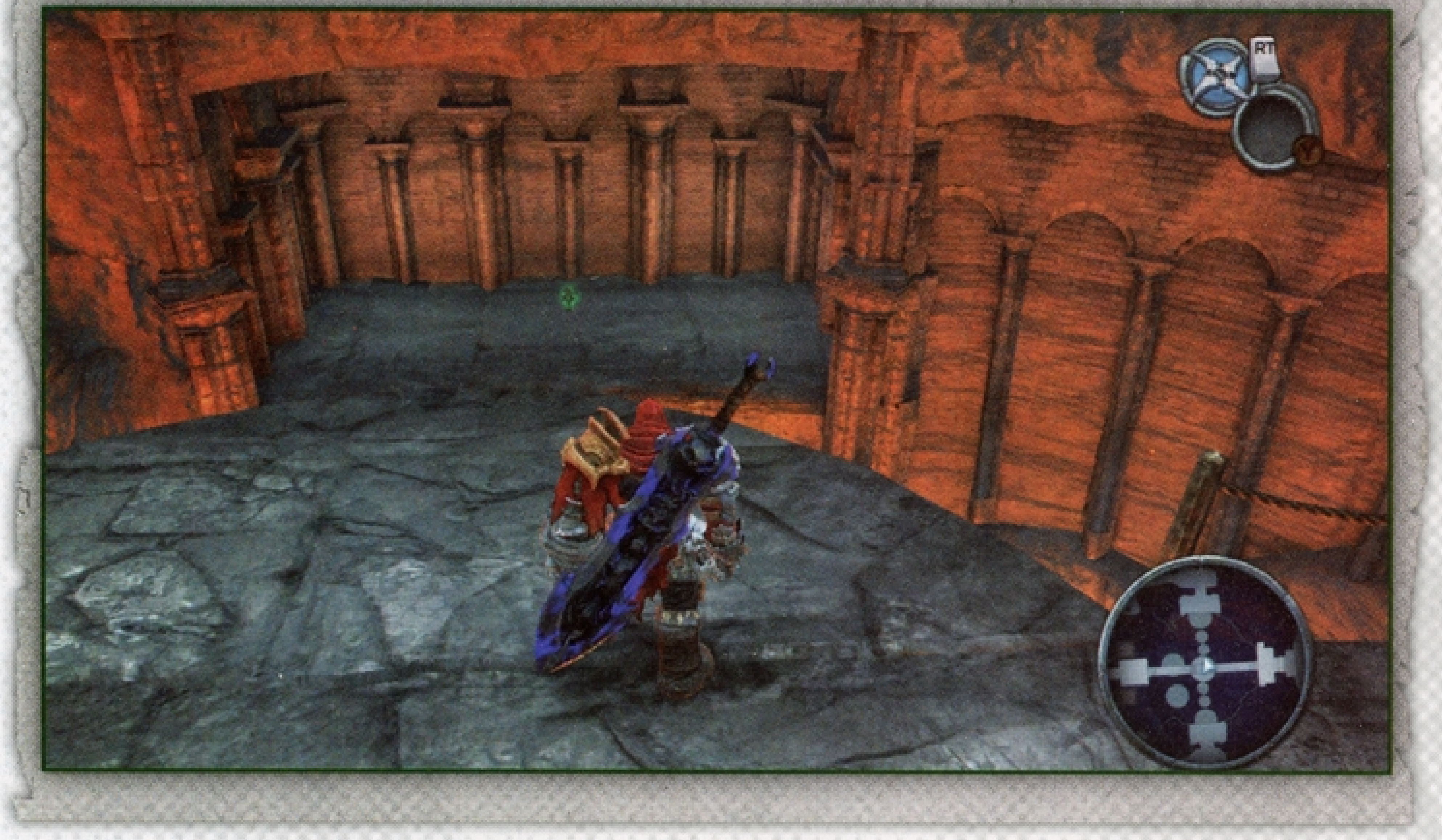
You enter an area with a rotating bridge that's frozen with crystal blocks. The solution seems obvious—use firebombs to blow apart the crystals—but the firebombs in this area are dormant. Fortunately, you can use the Crossblade's elemental capability to imbue it with fire by first throwing it at a torch en route to the dormant firebomb!



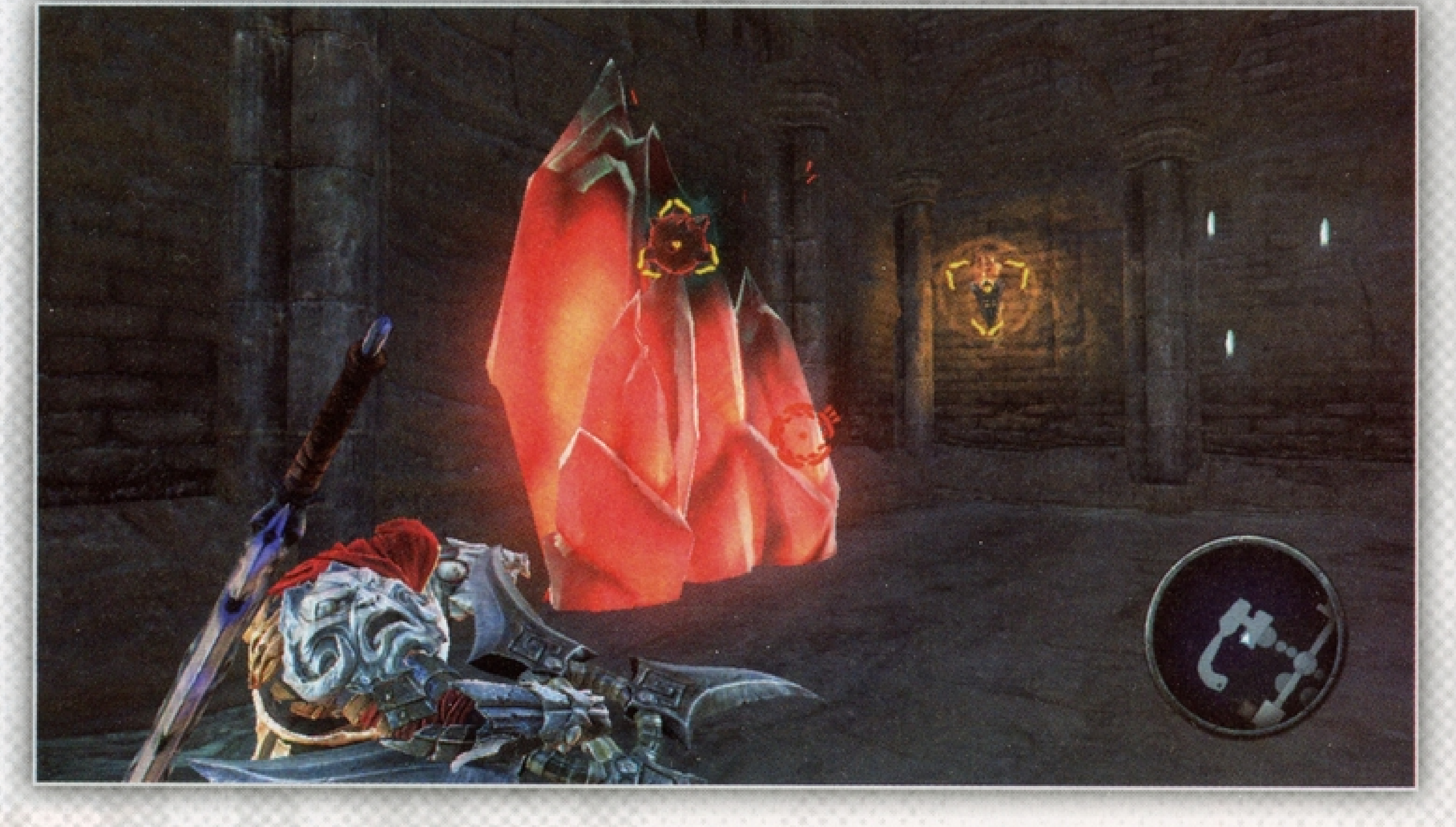
Move onto the walkway's center and glide down to the firebomb crater on the left-hand platform. Pick up a bomb—it doesn't detonate, so don't worry—and leap out onto the gears floating in the lava. Throw the firebomb at the crystals across the room. Use the Crossblade to target the torch on the wall and subsequently the firebomb sticking to the crystals.

ARTIFACT: SOLDIER

From the bridge, glide down to the ledge on the right-hand side above the gears. The **Artifact** sits out in the open; it's easy to spot from the center of the bridge.



Use the wall's ledges and Demonic Growth to climb back up to the lever where you entered the area. Pull the handle to make the center begin rotating, and ride the bridge to the upper ledge on the left. Study the positions of the firebombs and red crystals to the right. Throw a series of dormant firebombs at the wall and crystals, thus creating a string of explosions leading from the wall's active firebomb crater down to the crystals. Use the Crossblade to trigger the explosion. Spin the wheel in the rear of the cave, and then return the way you came. Carry one of the dormant firebombs back across the bridge to the other side. Use it, along with the torch on the wall, to detonate the crystals there and spin the other wheel.

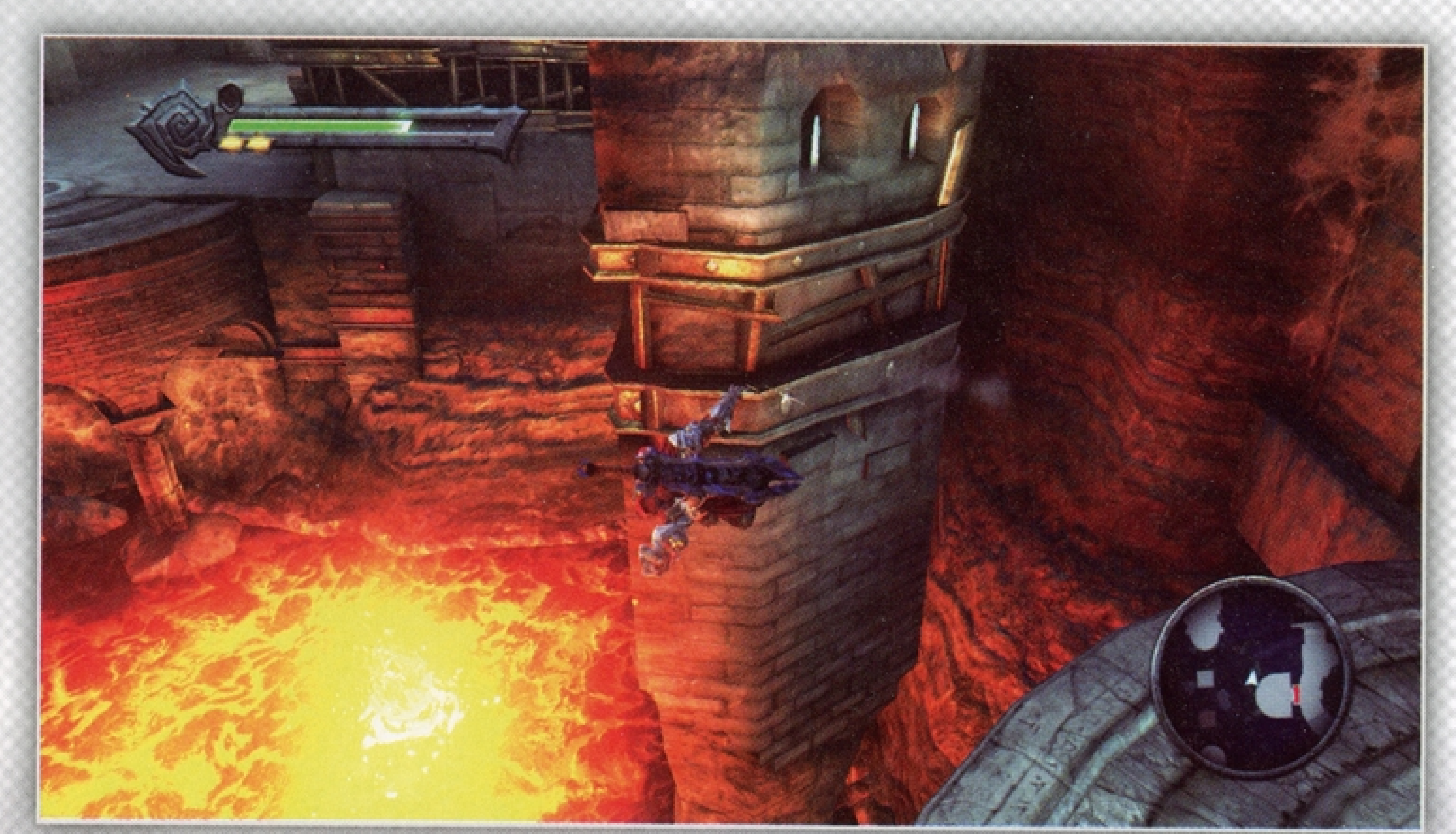


Return to the bridge and ride it to the platform between the two statues holding the Crystal Blades. Target the two swords with the Crossblade and let it fly! The cascading river of lava ceases to flow and you can retrieve the Crystal Blade from within the cave. Return to the previous room and place this second sword in one of the statues. Continue straight across to the third area.

THE THIRD BLADE

The final room unlocks only after you place two of the Crystal Blades into the statues. The casket you see in this room upon entering quickly disappears, and a Rot Mauler stumbles down the stairs to attack. Spring into action with a charged-up Crossblade attack, and be ready for a second identical enemy to attack shortly after. Lure them toward one another, and use the Flipsaw attack to slice through them simultaneously!

Grab the Wrath Shard from the casket that reappears on the left. Then take the **Beholder's Key** from the other casket. Return to the room with the statues, and exit through the door to the left. Revisit the room with the massive statue in the lava. Circle around to the door with the blue barrier over it, and use the Beholder's Key to unlock the room behind it.



Leap onto the column's metal sill nearest the ledge where you enter. Carefully shimmy around the corner to the wall near the landing on the right. Pull the handle on the statue there, and proceed through the door to fight the Jailer. You must move a second lever mechanism into place, but you must first battle a beast of formidable size.

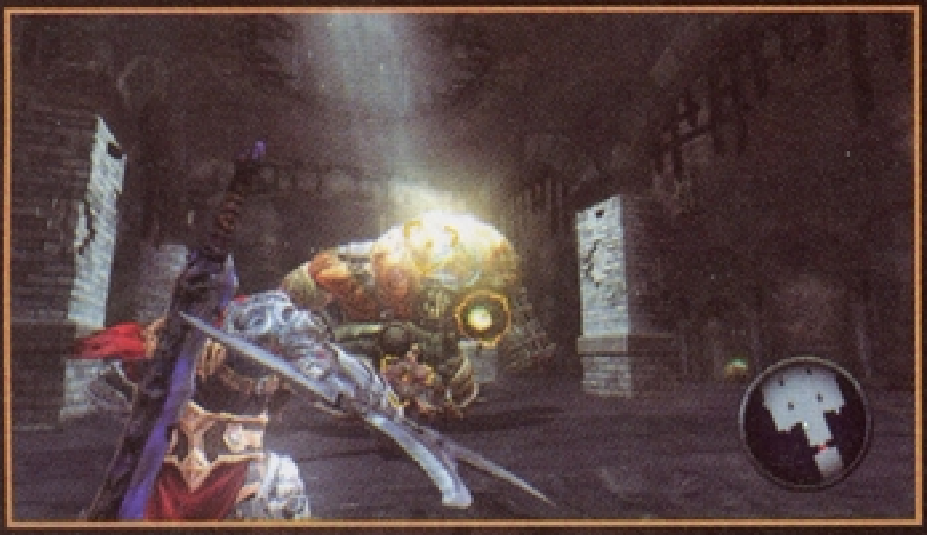
The Jailer

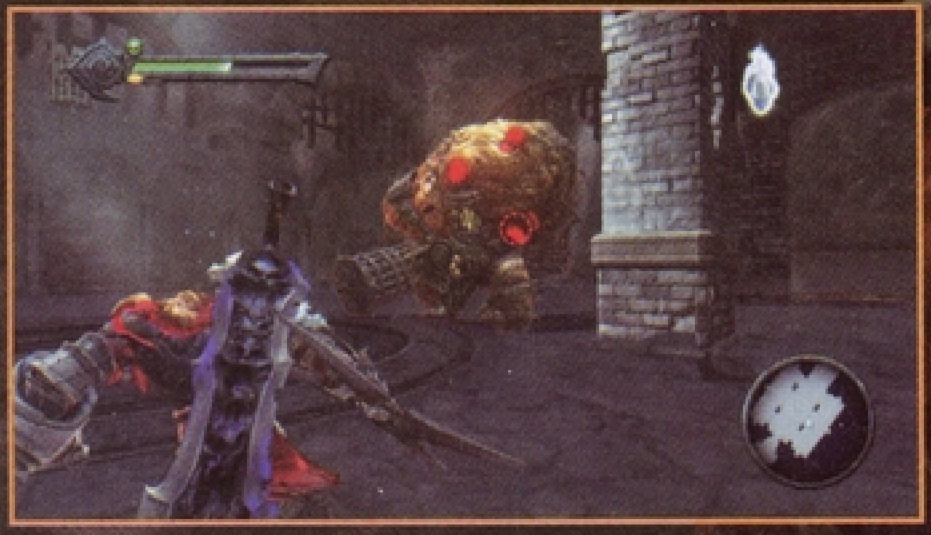
JAILER'S ATTACKS

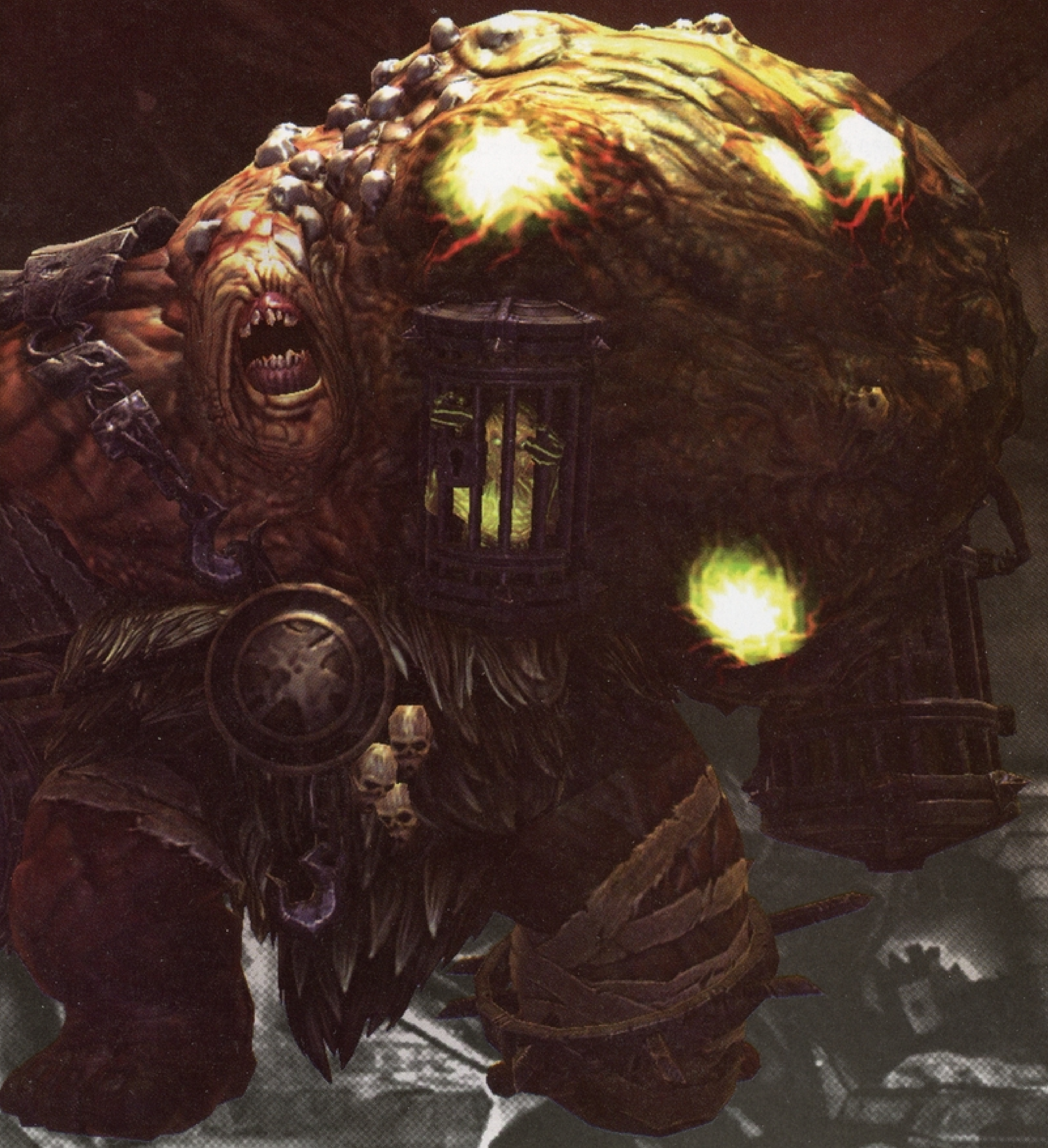
ATTACK	DEFENSE
Cage Summoner	The Jailer shakes the cage in his right hand and summons a number of Undead Soldiers to join the fight. Back away from the Jailer and fight the Undead Soldiers with Blade Geyser.
Cage Slam	Dash to avoid the Jailer's crazed cage slams.

The Jailer is a massive beast with cages and chains dangling from its body and multiple sores on its engorged shoulders. The Jailer uses the cage in its right hand to smash its prey. It can dash around the room with surprising speed given its size. It summons Undead Soldiers to join the fight, but they are little more than fodder for the Chaoseater. Use the Blade Geyser to rip through them if you're surrounded. Otherwise, keep moving and focus on the Jailer. Activate the Stoneskin Wrath Power if you have it available.

Make every effort to stay clear of the Jailer's cage-slam attacks. Also, watch for the columns that the beast topples. Use the Crossblade to target the three pustules on the Jailer, and hit them with a charged attack. These sore spots turn from yellow to orange to red as the Jailer suffers damage. Continue hitting them with the Crossblade to down the Jailer. Rush forward when the cage on his chest opens, and slash at the goblin-like creature trapped inside, near the Jailer's chest. If you need to, smash open the casket on the side of the room to regain lost health.

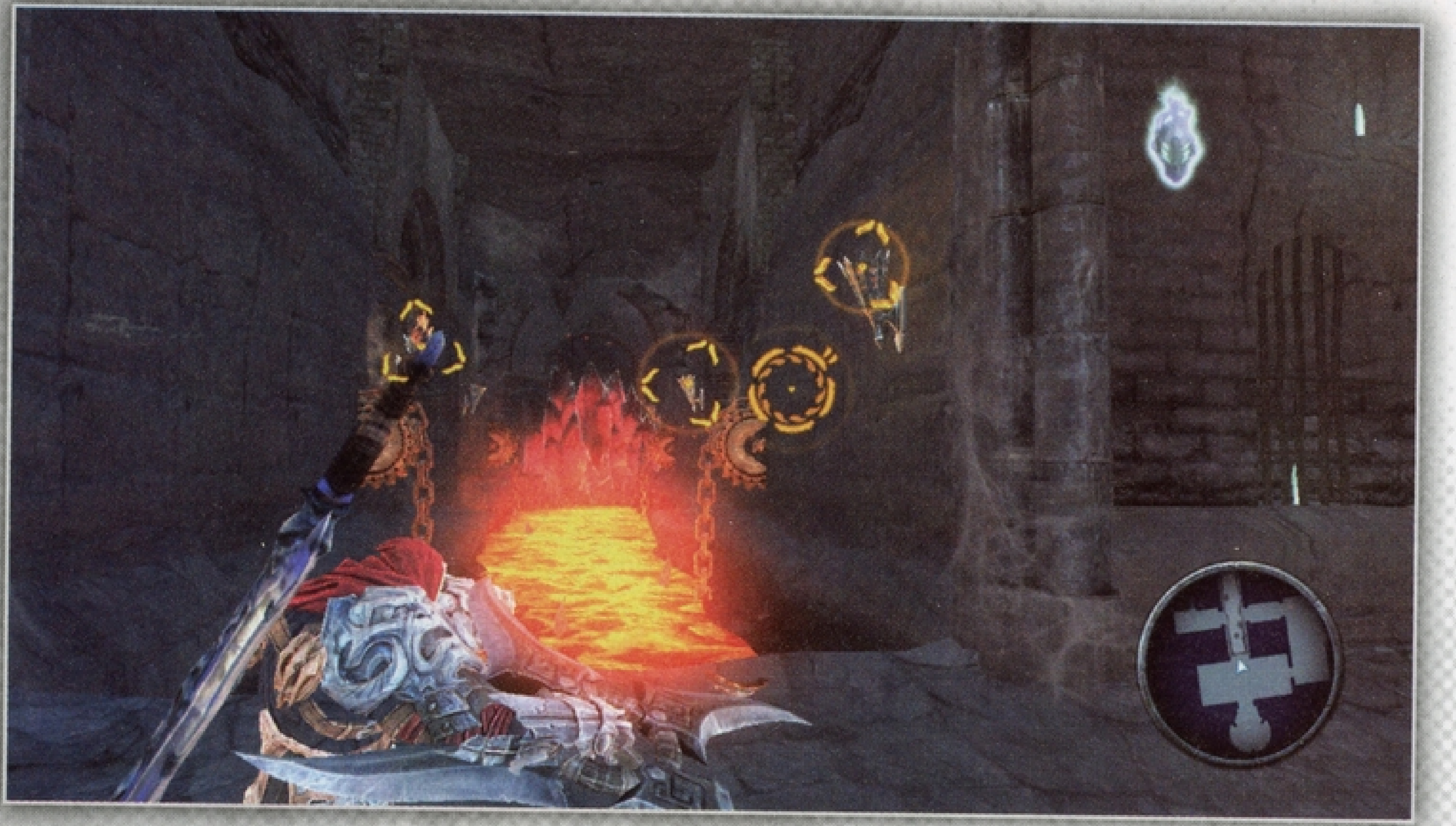






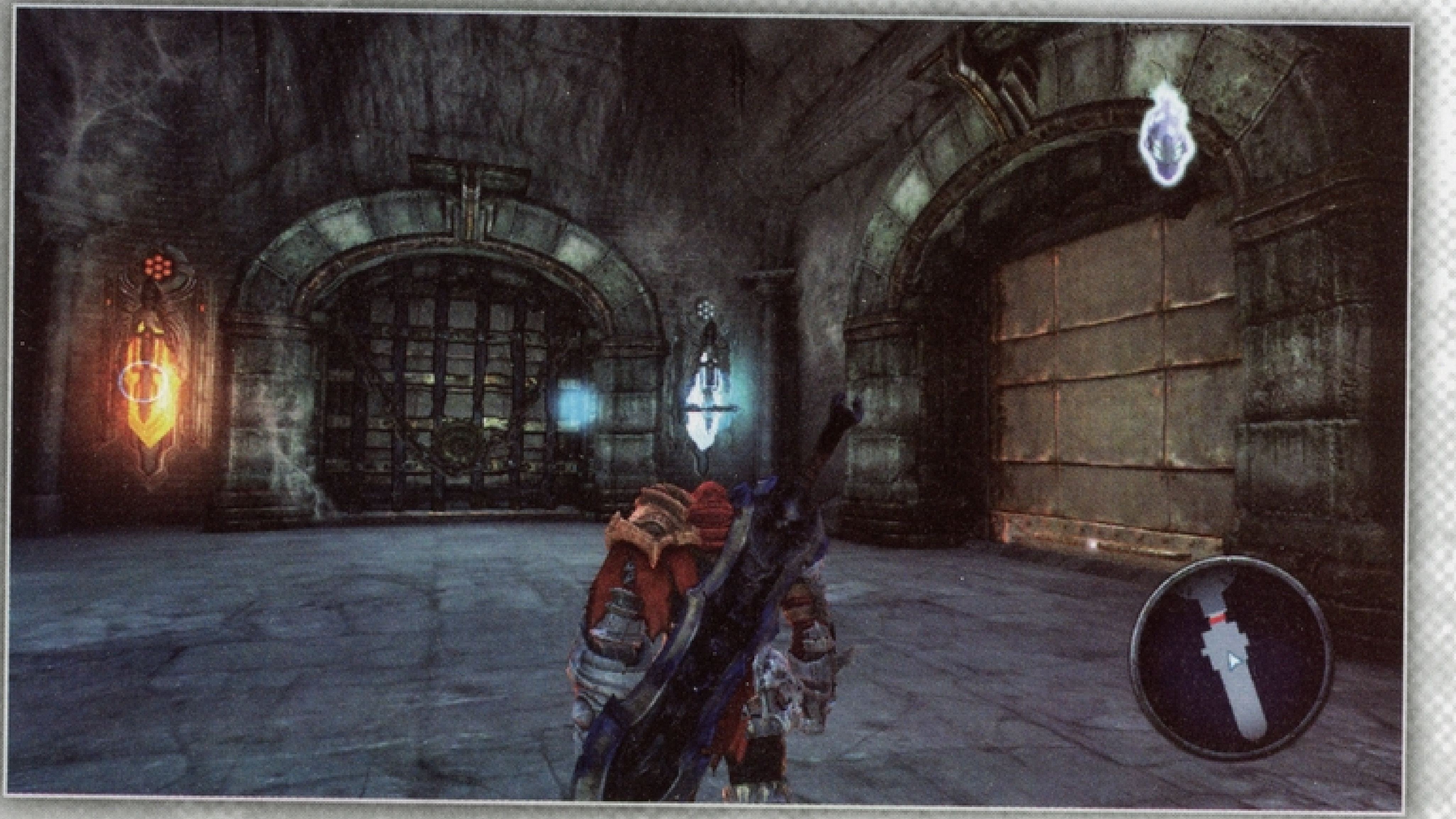
With the beast defeated, you can board the lift at the room's far end and ride it to the next level. Throw the dormant firebomb at the crystals on the right, and use the Crossblade to detonate it by first targeting the nearby torch. Kill the Rot Mauler and other beasts that appear. Continue using the Crossblade to light nearby torches as well as those along the walls near the lava.

Proceed through the room to the right, leap over the lava, and continue through the room on the left. Throw a dormant firebomb at the crystals at the lava channel's end, and use the torches to detonate it. Lighting all of the torches triggers a secret chest to appear near the lift—it contains the **Bloodthirst** enhancement.



Use the ledges along the wall in the left-hand room, and light the remaining torches to raise the rock floor out of the lava. Enter the rear room and turn the crank to raise the lever mechanism into place in the area above. Then return to the lift and ride it upward.

Follow the ledges on the wall and the first column to circle back around the room in a counter-clockwise direction. Now turn the second handle. You can use the door on the right to return to the outer courtyard—this door was locked from the previous side earlier. Throw the Crossblade at two Crystal Blades to open the main gate.

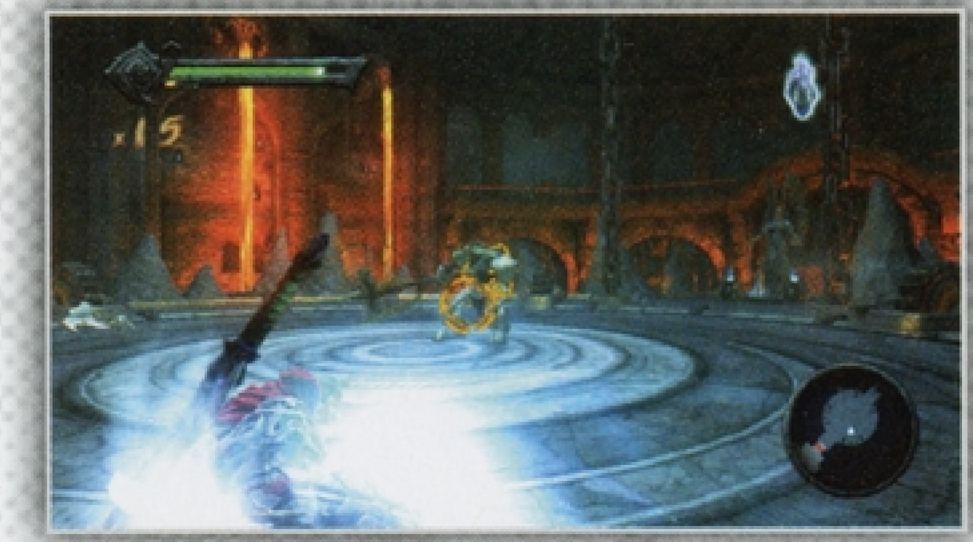


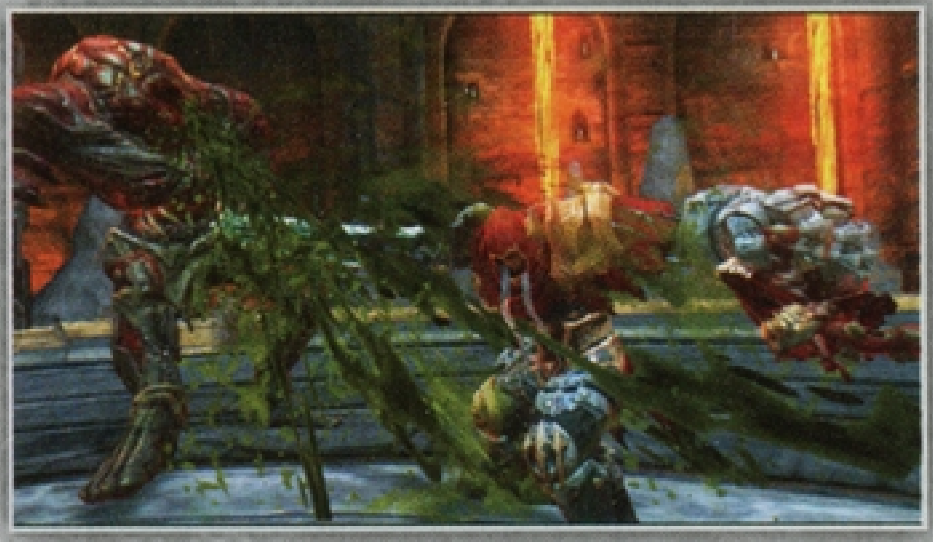
Volcanic Eruption

Use the firebombs as weapons when you deal with the Rot Mauler. This works with dormant firebombs too—just stick one to the beast and run away to the other side to buy some time. Then target a torch and the firebomb with the Crossblade!

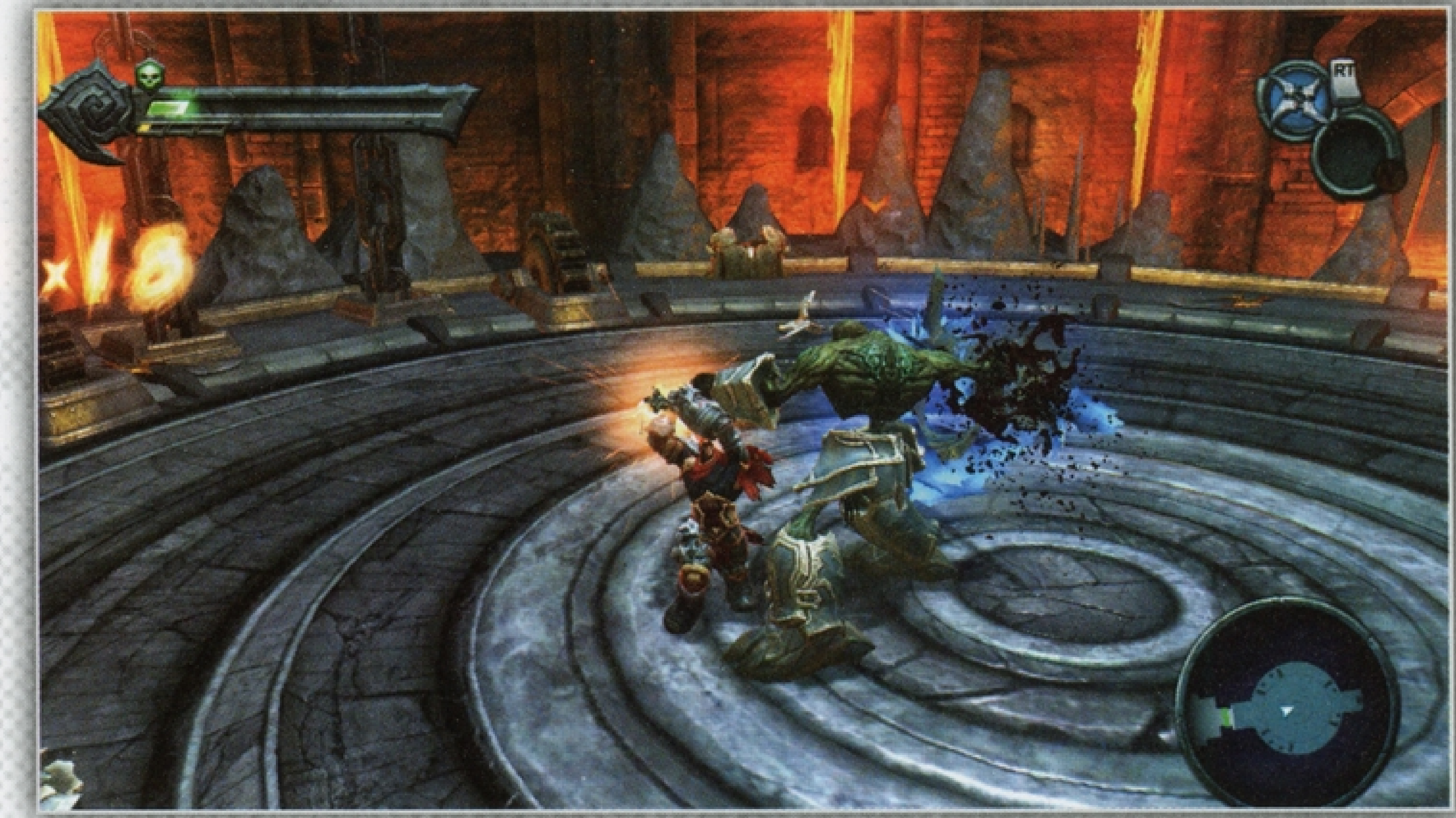
Shopping Time

The battle for the final Crystal Blade is pretty difficult. Fortunately, you can go through the tunnels beyond the door to the right, returning to the Twilight Cathedral's exterior to buy some extra items from Vulgrim. Make sure you have a Life Essence and Rage item handy before you continue through the heavy gate between the two Crystal Blades.





Leap into the circular chamber below and fight the Conscript carefully. Keep a safe distance from him, and throw charged-up Crossblade attacks to rip his armor to shreds. Lesser Undead Soldiers also attack—use the Flipsaw to pummel them once they group together. Then quickly move away to resume Crossblade attacks on the main enemy. Resist the urge to use any Wrath Power at this point. Two Rot Maulers attack next, followed by another pair of Conscripts once you retrieve the Crystal Blade. Play it safe, using Stoneskin and the Crossblade to inflict most of the damage. Unleash the Flipsaw when the two enemies are close. Otherwise, give their lengthy axes a wide berth and employ hit-and-run tactics.



Take the final Crystal Blade back to the room with the three angel statues. Place it in position and stand firm as the floor rises to the courtyard above. Use the Crossblade to defeat the hanging enemy that blocks the balcony door. Continue left through the door to the next room, where you find two uncovered caskets. Collect the **Abyssal Armor Piece** from the casket on the upper balcony and the **Wrath Core** from the one below.

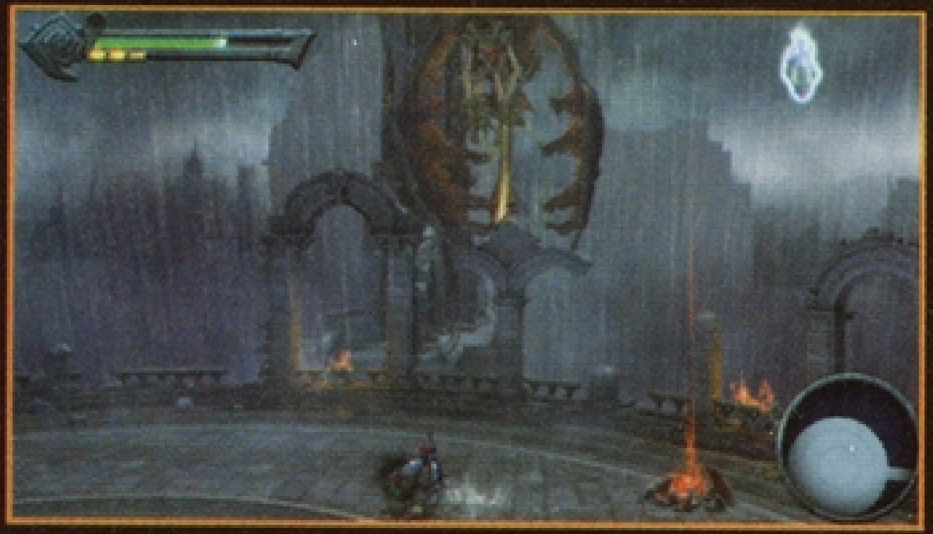
Return to the other courtyards. Use Shadowflight and the Crossblade to collect any items you haven't already acquired. Then return to the three statues and proceed through the door leading to the spiral staircase. If you haven't already done so, consider returning to Vulgrim to upgrade the Stoneskin ability or to purchase any restorative items. When you're ready for the final fight, ascend the stairs to the rooftop where Tiamat awaits.

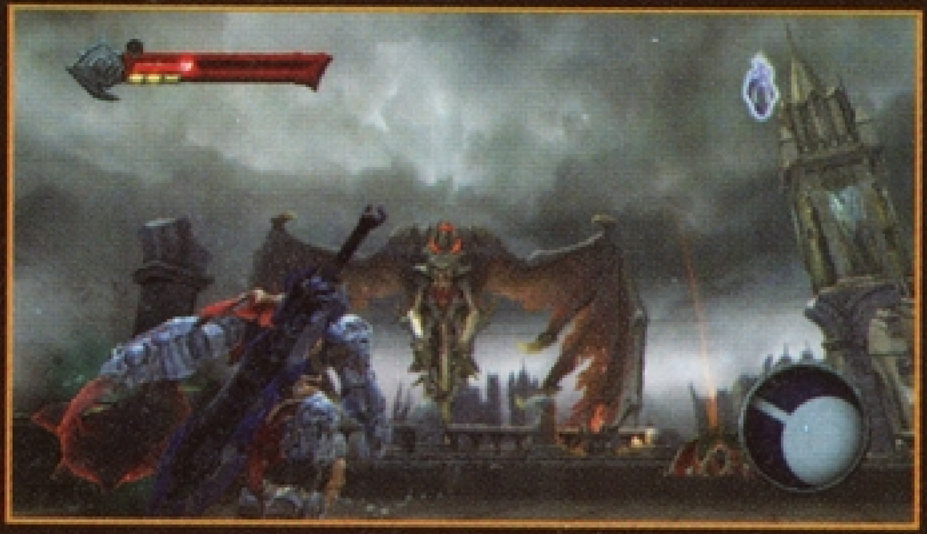
Tiamat

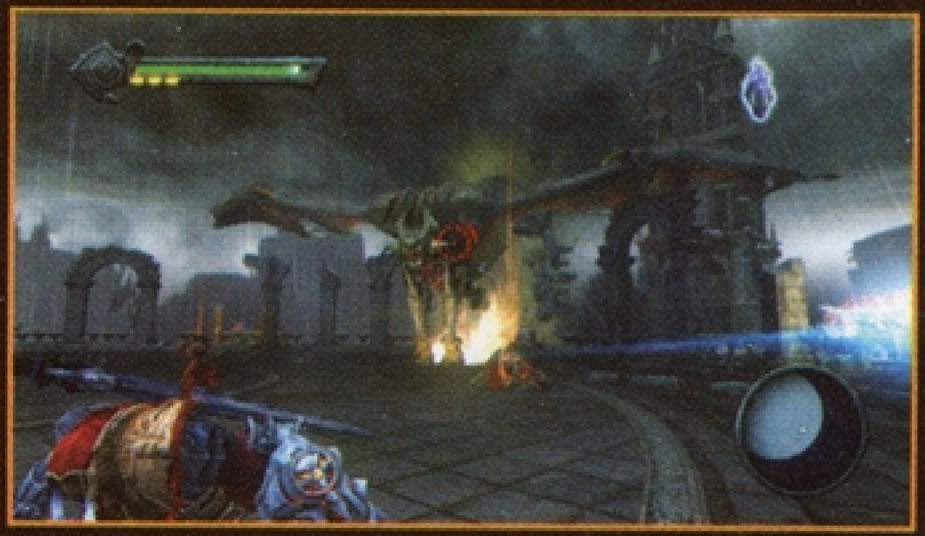
TIAMAT'S ATTACKS

ATTACK	DEFENSE
Flying Sweep	Tiamat dives in close and streaks across the rooftop. War must dash to avoid the attack.
Fireball	Dodge the occasional firebombs that Tiamat spews while she's flying. Keep moving and attack quickly to avoid them.
Wing Flap	Stay outside her flapping wings' range to avoid being cut.

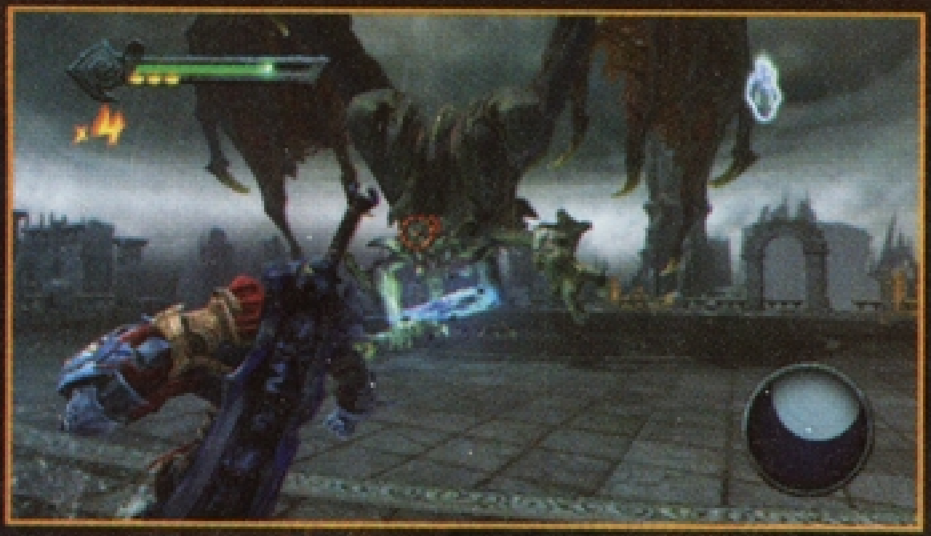
Tiamat is a massive, bat-like creature that flies around the cathedral roof's perimeter, spitting fireballs at War. Given his inability to fly, War can't get close to Tiamat, but he can use the dormant sticky bombs to attack. The key is to throw the sticky bomb directly at Tiamat's face just as she is about to spew another fireball. Her fiery breath ignites the sticky bomb, detonating it right inside her mouth! Another option is to throw the sticky bomb, quickly target a fiery cauldron with the Crossblade, and then throw it at the bomb. This knocks her to the ground, leaving her vulnerable to attack! Tiamat becomes enraged each time War successfully detonates a sticky bomb on her. She screeches across the roof with her talons outstretched. Quickly dash out of the way, grab another dormant sticky bomb, and get ready to throw it.

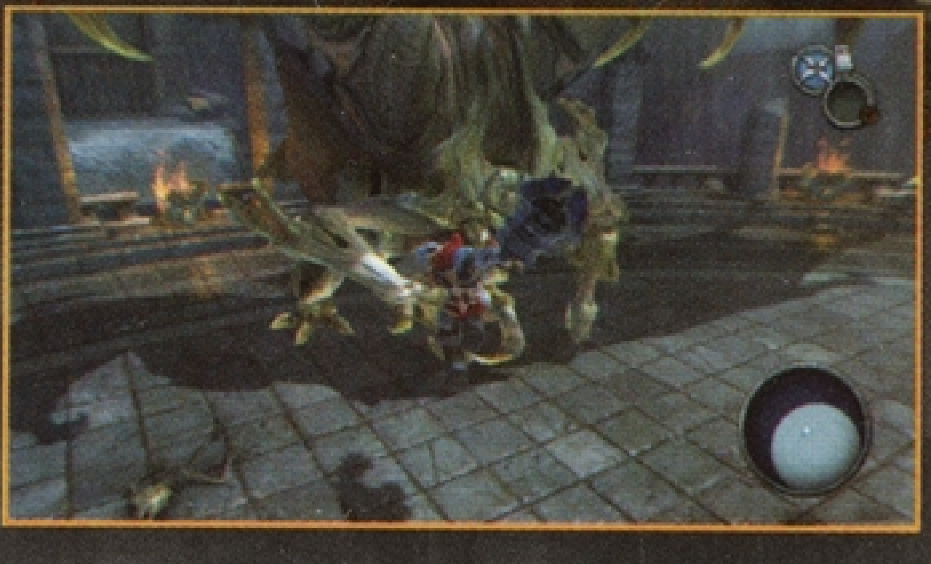






The battle shifts to a more personal level once you successfully blow Tiamat out of the sky. Though she lands on the roof, putting her within reach of your Chaoseater attacks, you're still better off maintaining a safe distance. Tiamat destroys the sticky bombs when she lands on the roof, so you have to employ a different strategy to finish her off. Tiamat comes at you with everything she has: talon attacks and wing flaps specifically. Use the Crossblade and Harpoon Tackle to weaken her. Then move in for a Flipsaw attack once she's weakened. Inflict the fatal blow to retrieve the **Heart of the Chosen** and a **Lifestone**.





LIKE A BAT OUTTA HELL

Defeat Tiamat atop Twilight Cathedral to unlock this bonus. Use the dormant sticky bombs and the fire pots to blow her out of the sky. Then attack her with the Crossblade and Chaoseater.

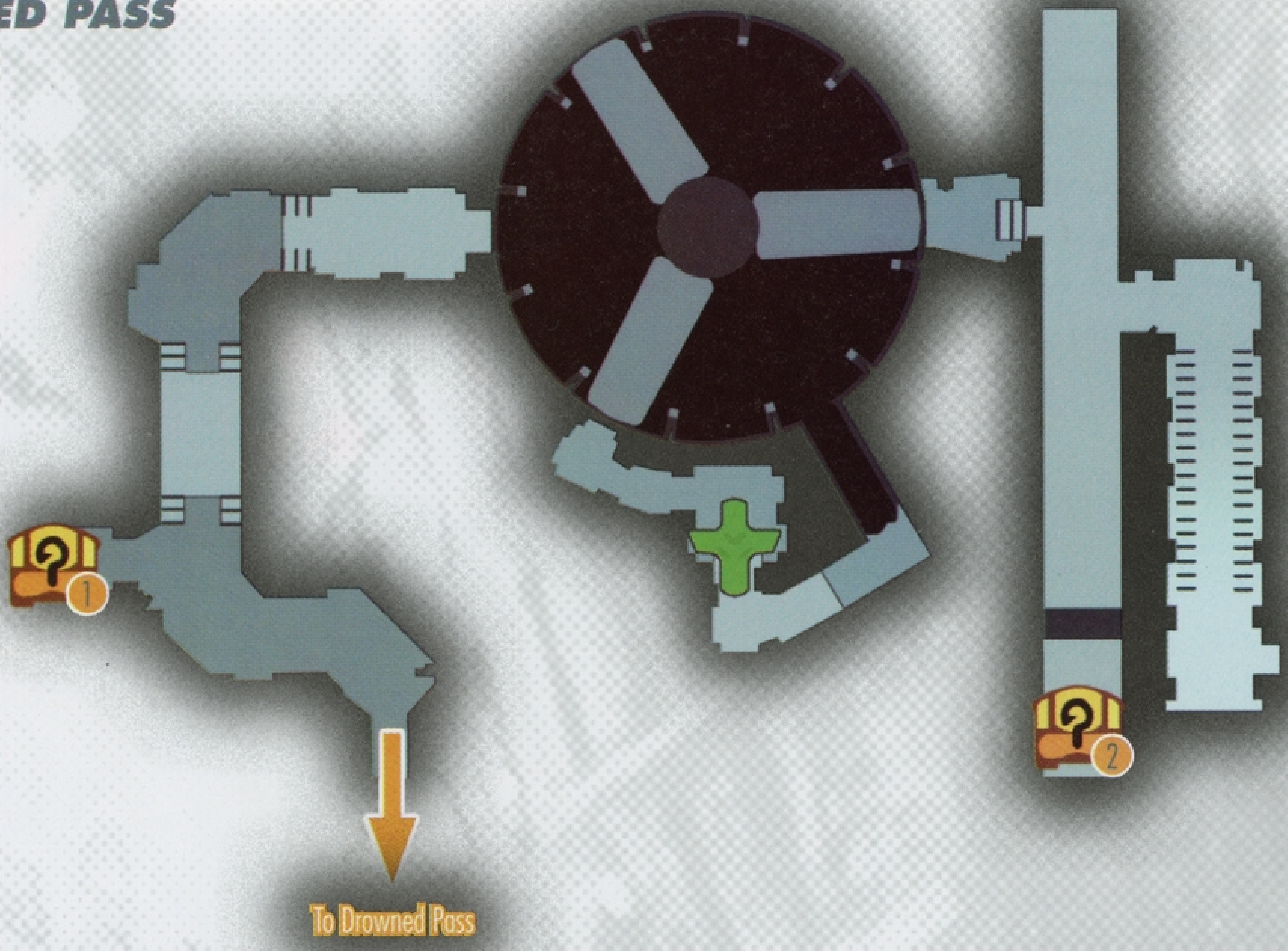
War leaps back down to the Twilight Cathedral's exterior. The Watcher reminds him of his next step. He must bring Tiamat's heart to Samael for proof that she has fallen. Proceed straight to Vulgrim to access the Serpent Hole and return to Scalding Gallow.

Serpent Holes

Each of the Vulgrim locations are connected by a series of Serpent Holes that, from this point forward, allows War to travel between areas. Simply seek out Vulgrim in any of the areas, press the Secondary Attack button to access the main map, and select your destination. Serpent Holes are comprised of short walkways that materialize as War traverses them. Some Serpent Holes contain an occasional casket or two, but most do not.

Scalding Gallow

DROWNED PASS



SCALDING GALLOW TO DROWNED PASS TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	250 Souls	-
2	Wrath Shard	Voidwalker

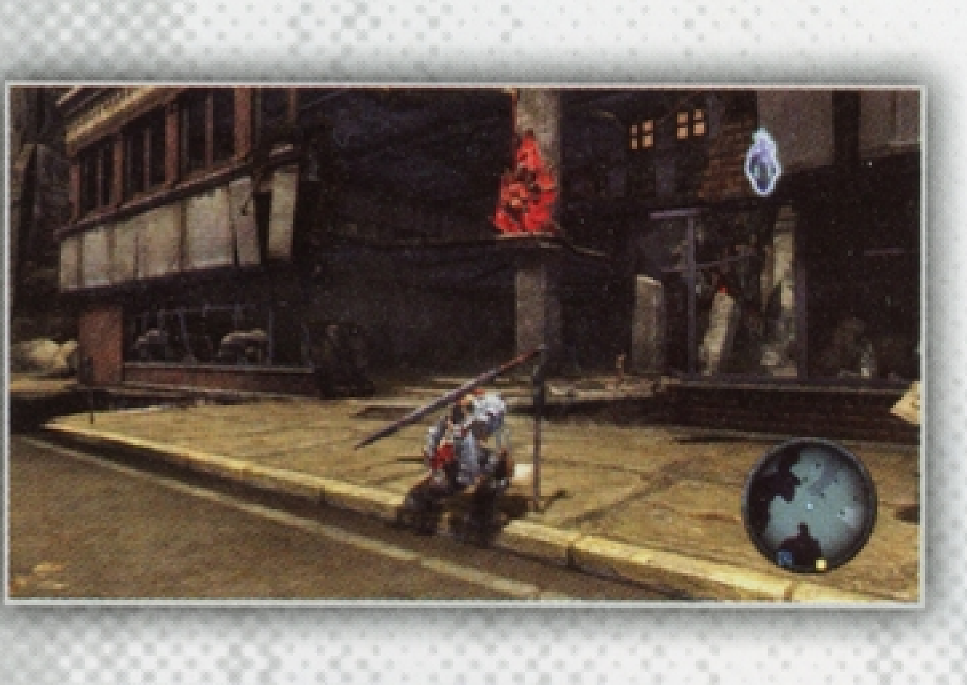
Return the Heart to Samael

Samael tells War that the second Guardian, the Griever, is underground within the tunnels beneath the Scalding Gallow. However, War must first go after Ulthane, one of the old ones. That isn't all War must do.

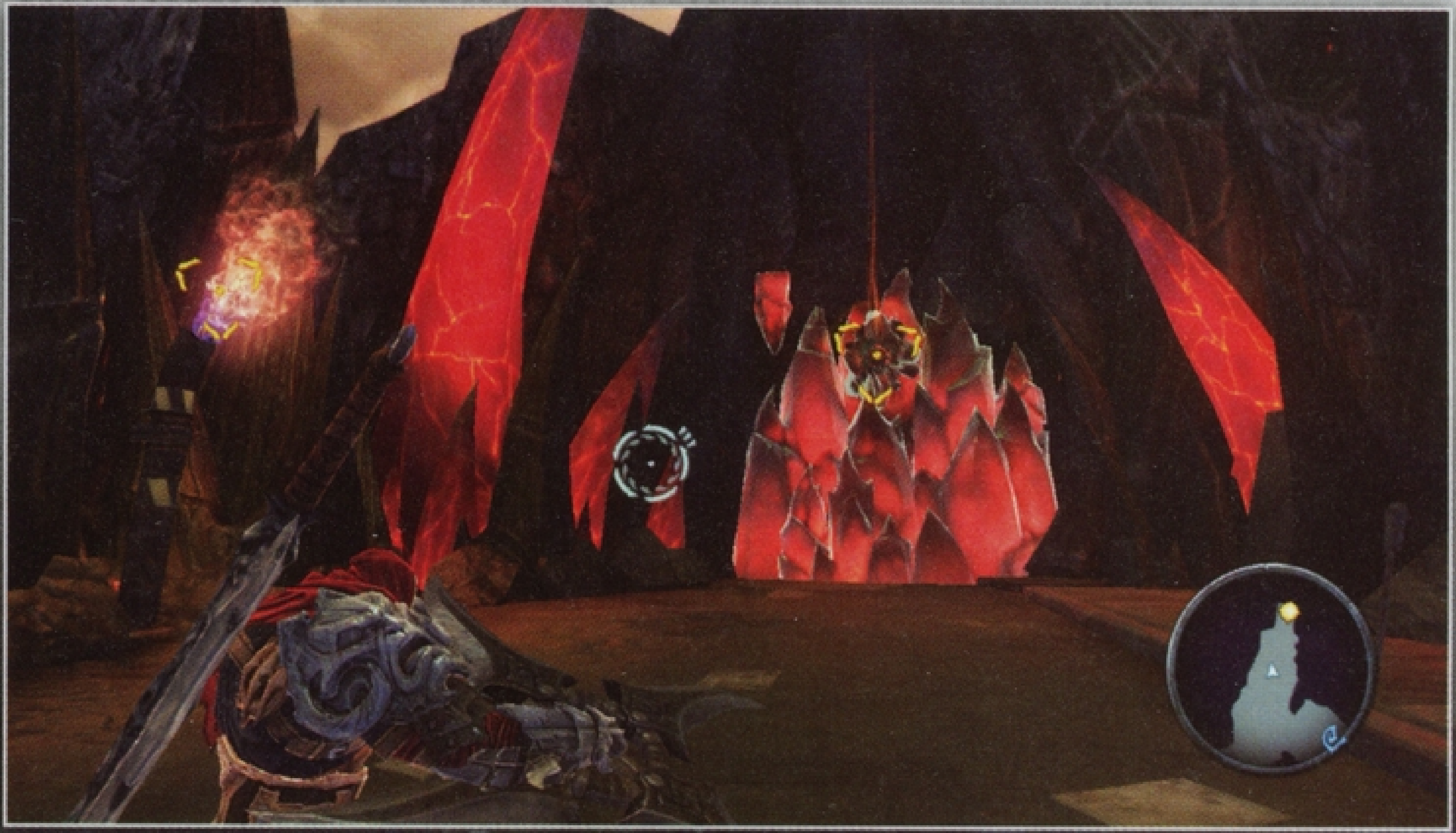
DON'T MAKE ME ANGRY

Samael encourages War to feed the rage within him and unleash the Chaos that courses through his veins. War regains his ability to unleash his Chaos Form after he returns Tiamat's heart in the Scalding Gallow.

In the building leading back to The Crossroads, use the Crossblade to detonate the sticky bomb on the red crystals. This causes the column to topple. Use the column as a ramp to reach a casket that holds the **Abyssal Armor** on the second floor.



Return to Vulgrim in Scalding Gallow to stock up on supplies and to upgrade any of your favorite abilities or attacks. Approach the tunnel leading off to the west, away from Scalding Gallow. Use the Crossblade to detonate the sticky bomb on the crystals that block the way.



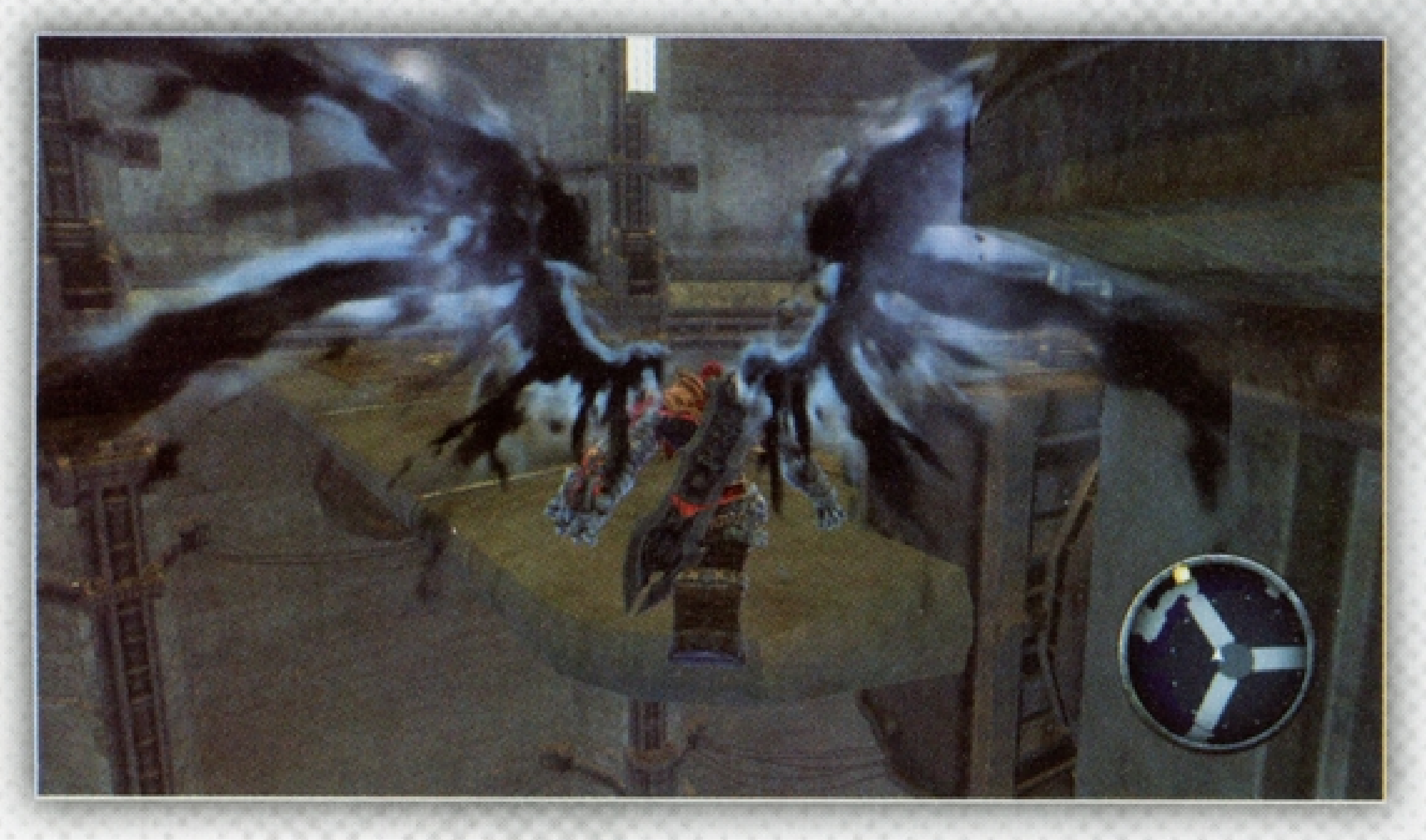
New Ability! Chaos Form

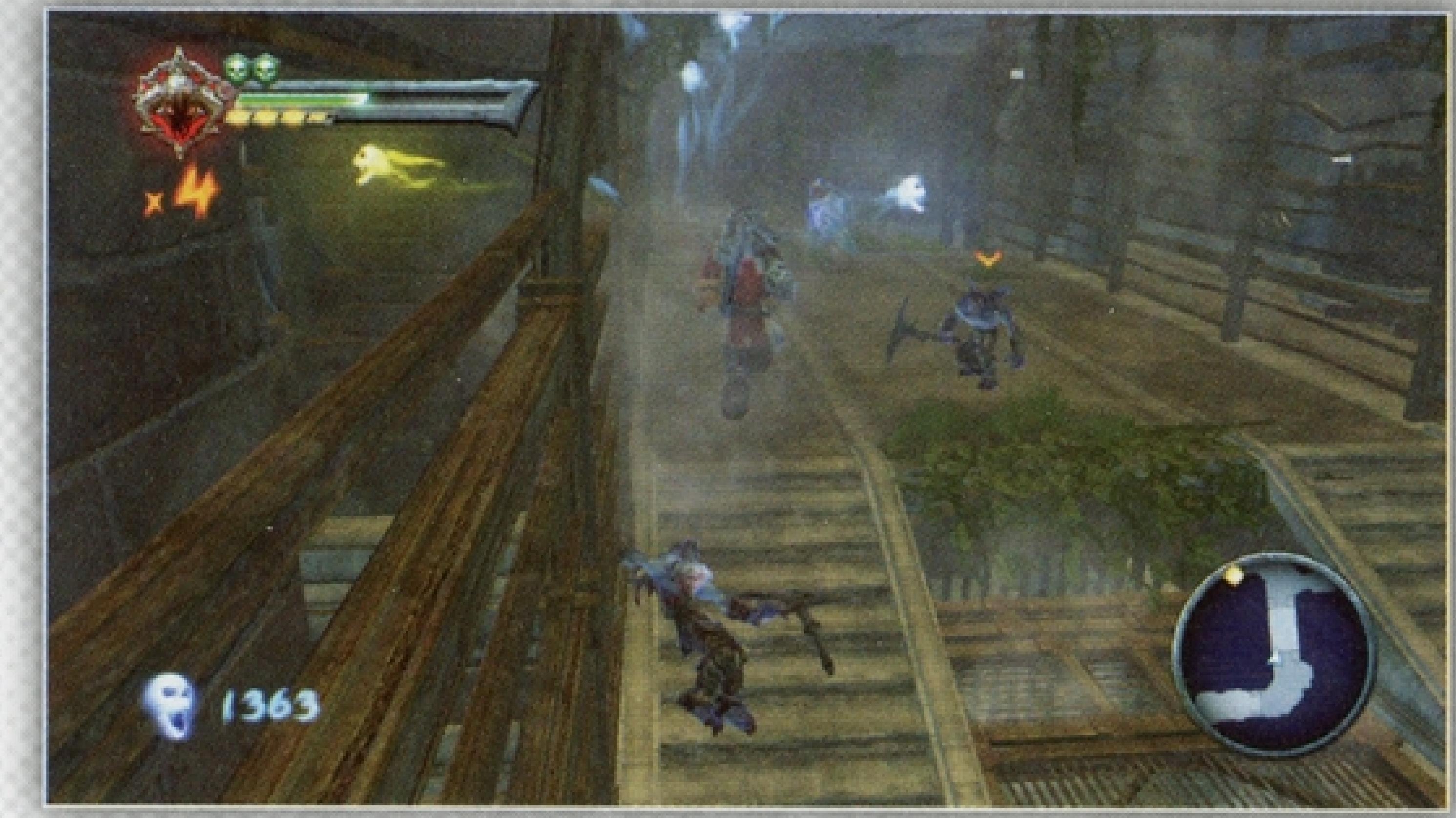
Fill the Chaos Meter (the red spiral next to War's health meter) and press the Ability + Use Gear buttons to unleash War's Chaos Form. This larger version of War shows his true demon self, a beast of massive power. War grows in size, and the Chaoseater becomes incredibly powerful. Though Chaos Form lasts only for several seconds, War is invincible during this time and can cut down all but the toughest foes with one or two sword swings.

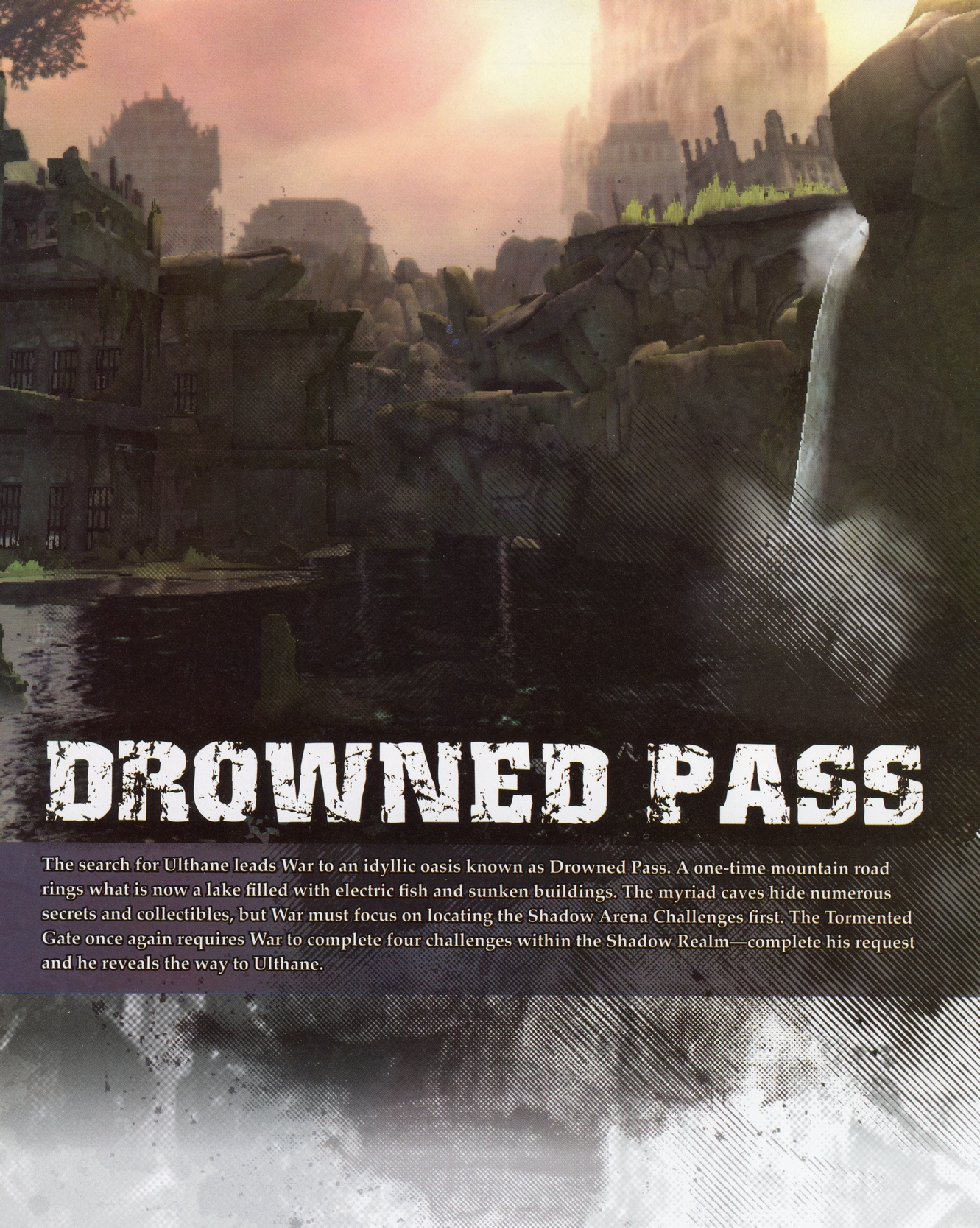
Find Ulthane

Enter the tunnels leading away from Scalding Gallow, and proceed to the Ravenous up ahead. You can't damage this blue demon at first. However, as you defeat other enemies that appear, the Ravenous feasts on the freed Souls, making it vulnerable to attack. Use the Chaoseater to attack the Ravenous in much the same way you would a Fleshburster.

The circular room up ahead contains a massive horizontal exhaust fan. Leap onto the nearby stationary blade, and run and jump to the one on the left. Continue through the narrow hallway to the controls for the fan—restore its power. Return to the main chamber and jump onto the slowly rotating fan blade. Ride it around the chamber to the other room and hop off. Unleash Chaos Form to decimate the enemies in this part of the tunnels, and continue to Drowned Pass.



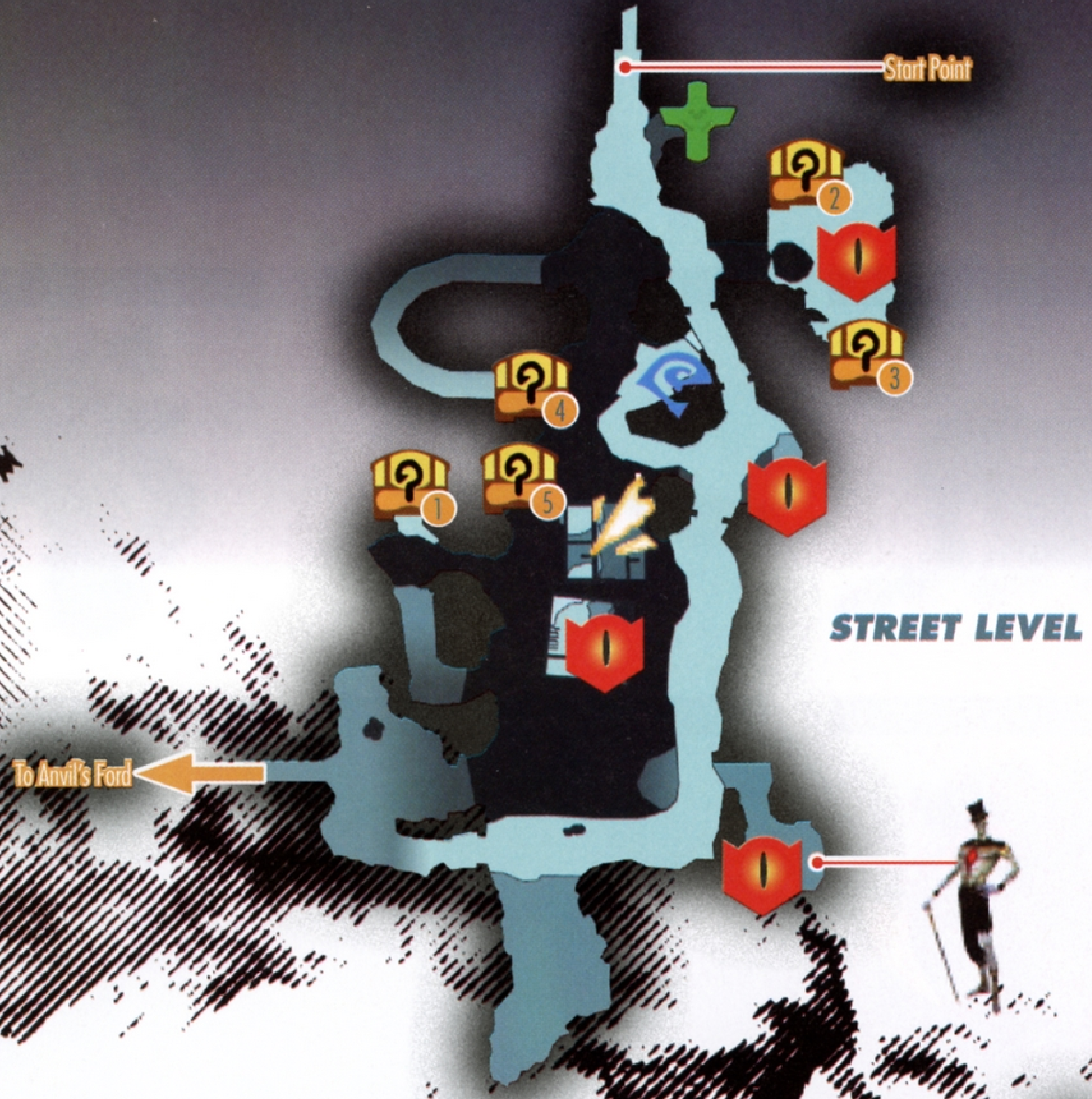




DROWNED PASS

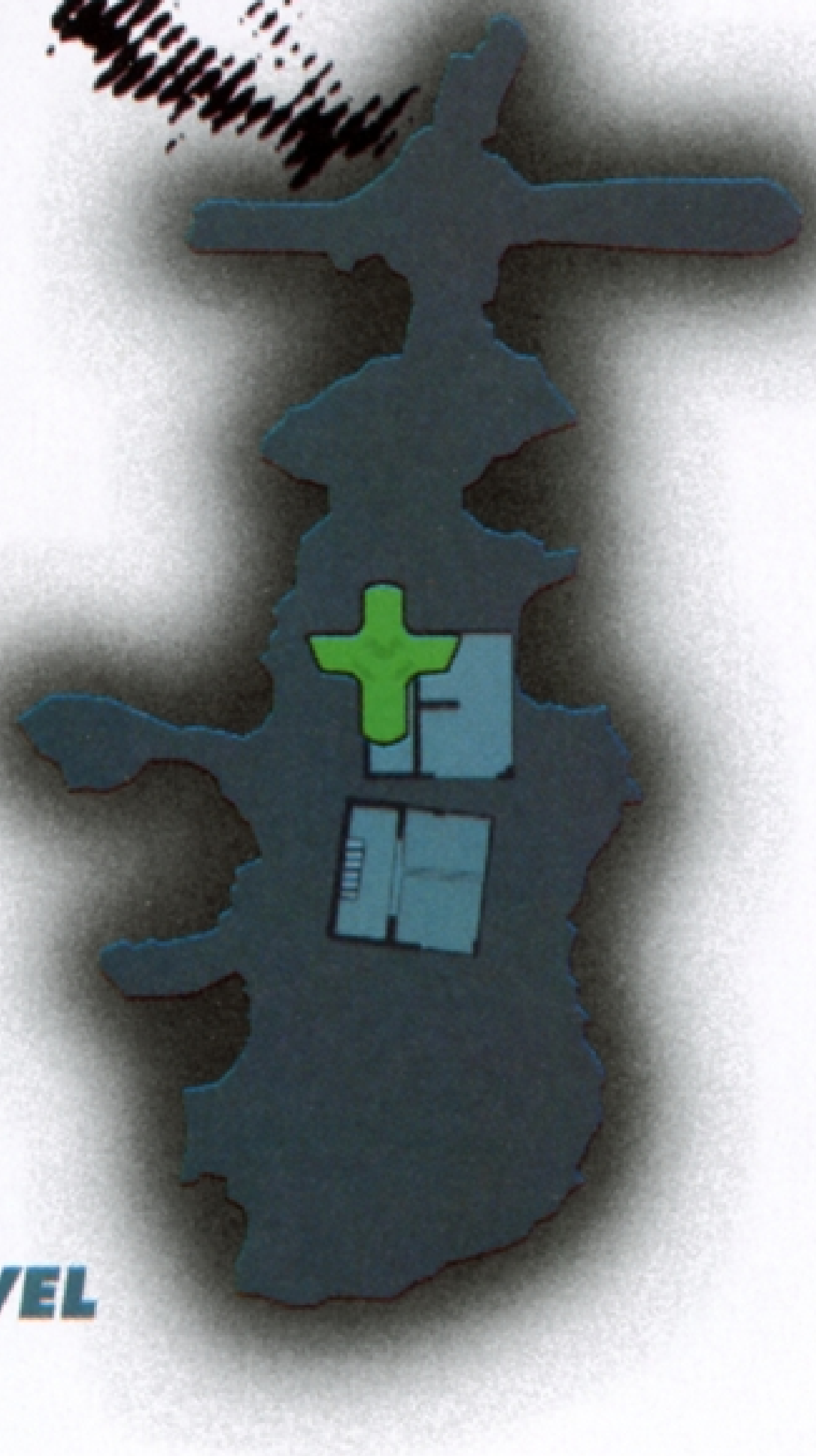
The search for Ulthane leads War to an idyllic oasis known as Drowned Pass. A one-time mountain road rings what is now a lake filled with electric fish and sunken buildings. The myriad caves hide numerous secrets and collectibles, but War must focus on locating the Shadow Arena Challenges first. The Tormented Gate once again requires War to complete four challenges within the Shadow Realm—complete his request and he reveals the way to Ulthane.

Drowned Pass


Start Point
2
3
4
1
5
STREET LEVEL
To Anvil's Ford

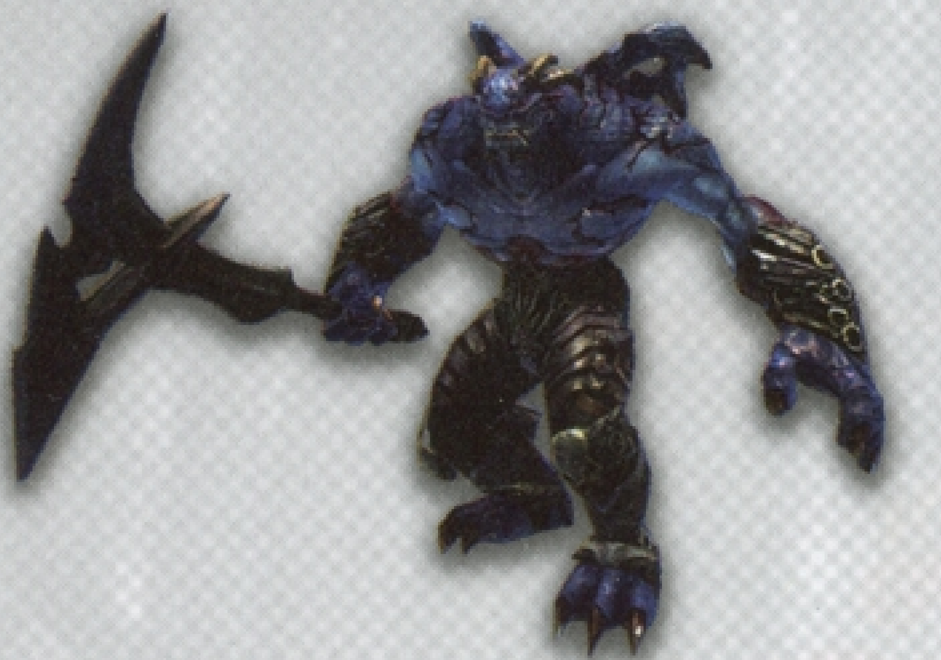
TWILIGHT CATHEDRAL TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	Lifestone Shard	-
2	250 Souls	-
3	Abyssal Armor Piece	-
4	Wrath Shard	Tremor Gauntlet
5	250 Souls	Abyssal Chain

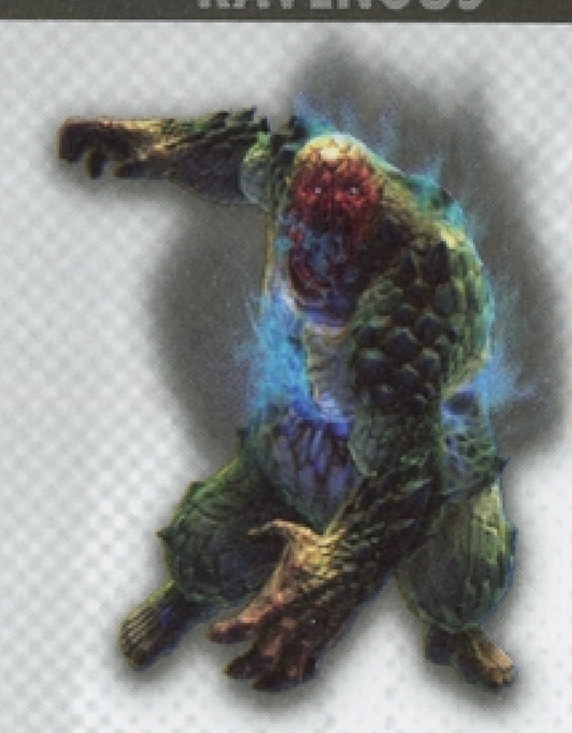


UNDERWATER LEVEL

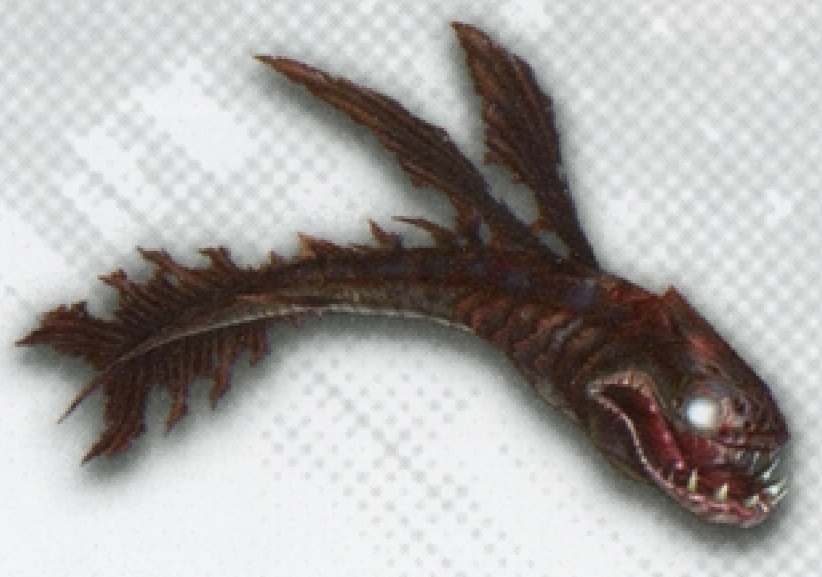
PHANTOM GUARD SOLDIER



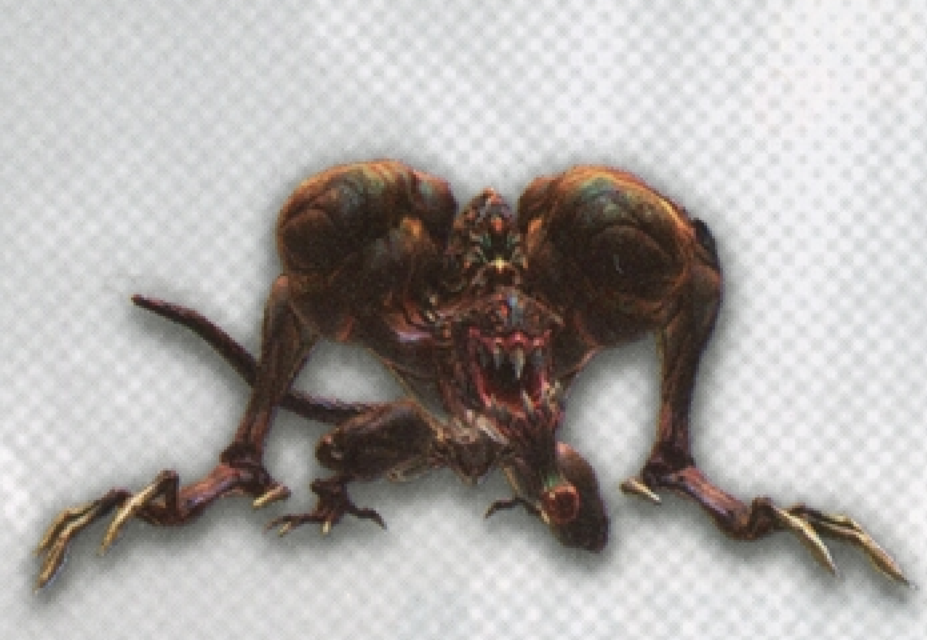
RAVENOUS



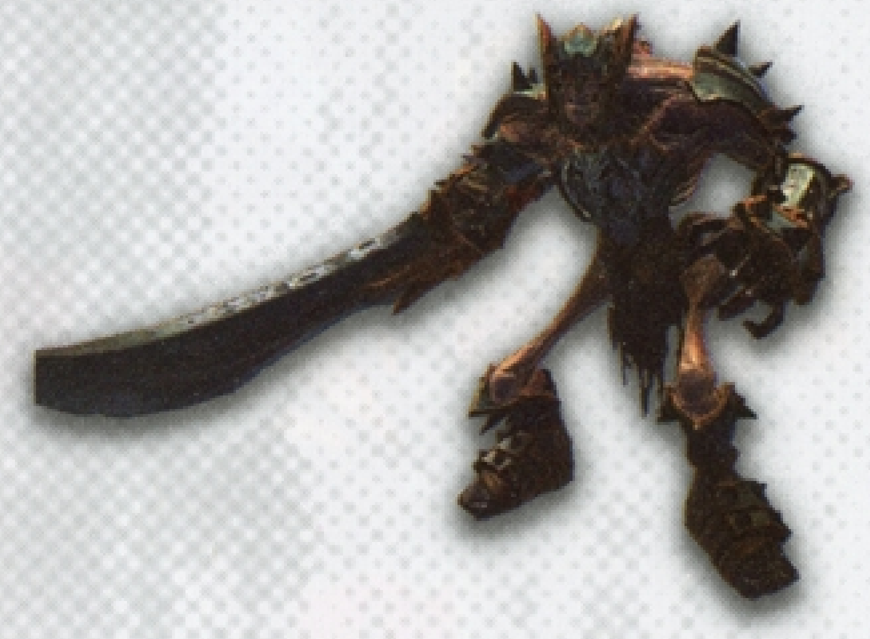
DEEP LURKER



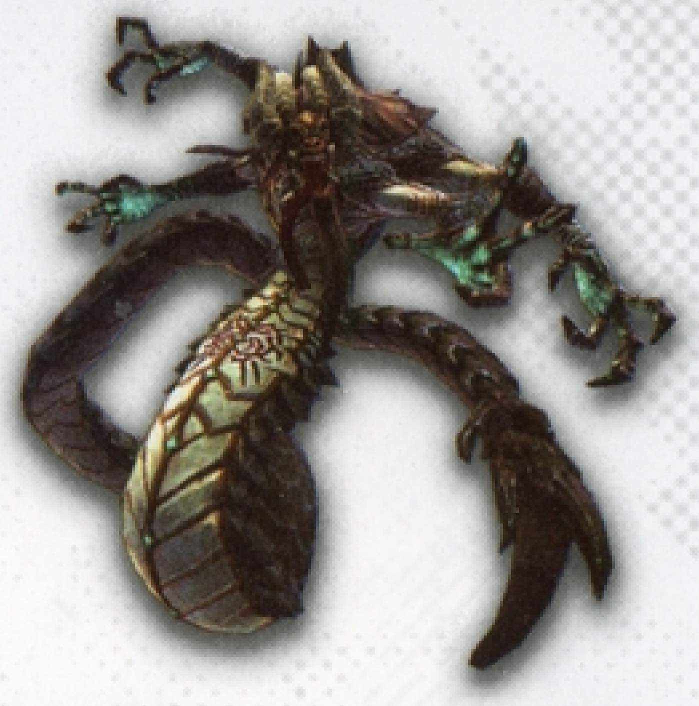
MINION



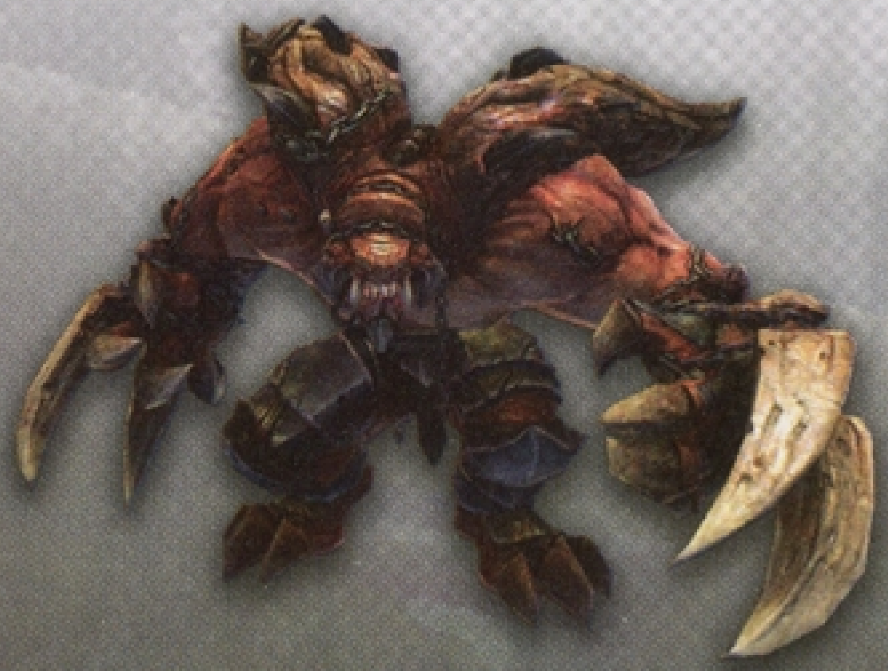
UNDEAD SOLDIER



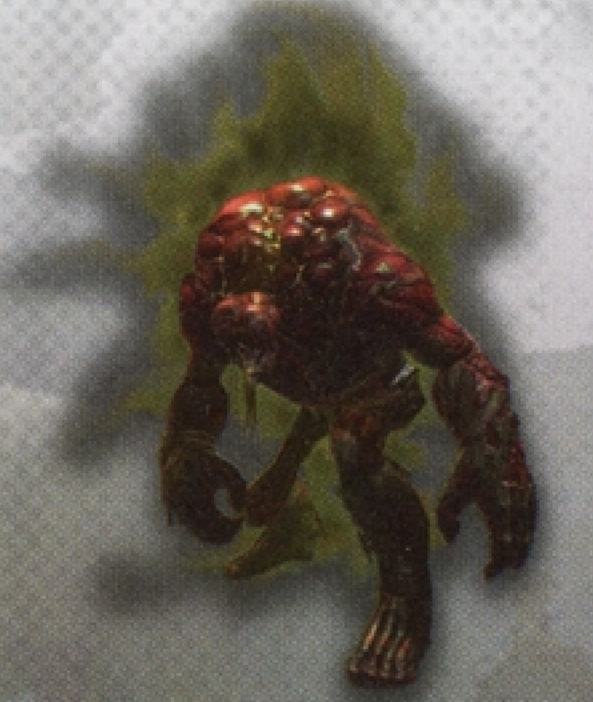
SHADOWCASTER



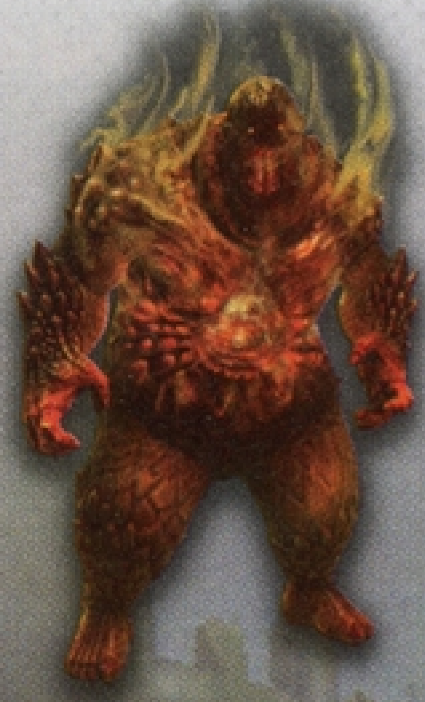
TRAUMA



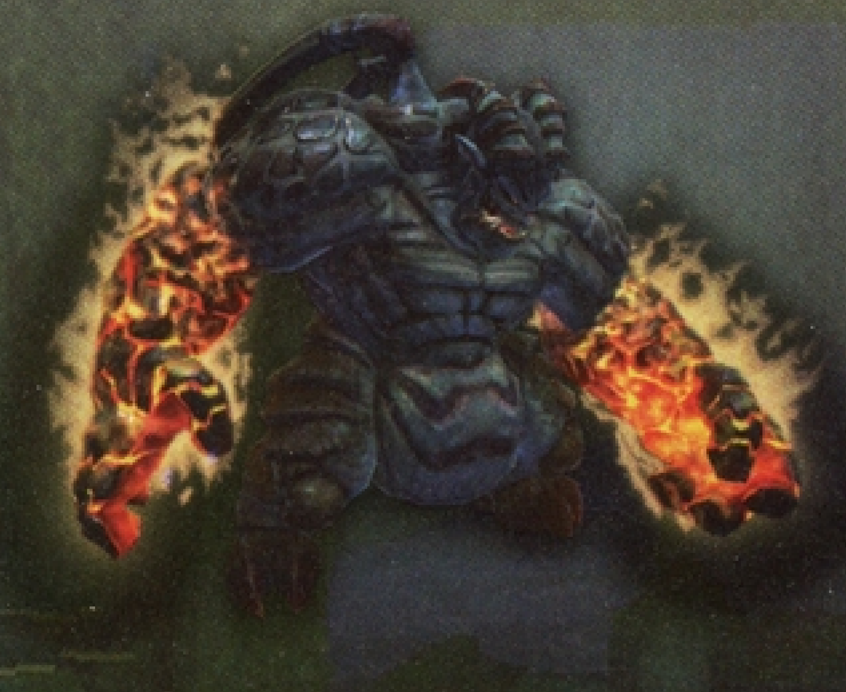
ROT MAULER



FLESHBURSTER



GHOLEN



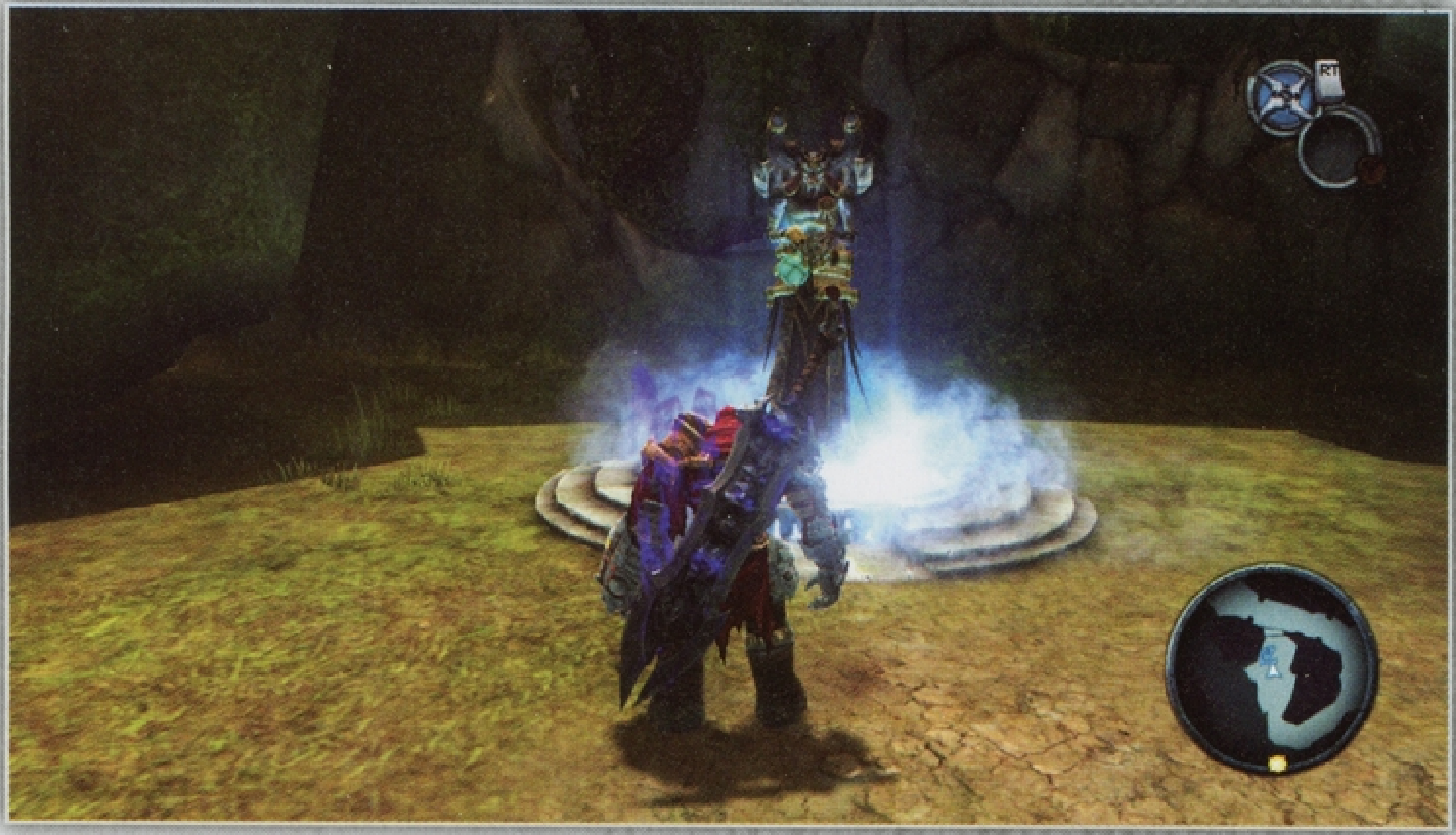
Find Ulthane

Drowned Pass is a large outdoor area comprised of a mountain path that wraps around a flooded central zone. Several caves can be reached only by swimming under the rocks through flooded tunnels, and there are numerous Caskets to find and items to obtain. You visit the Shadow Realm during his stay in the Drowned Pass, and there is plenty of opportunity to fully explore the area. Stick to the path and follow it to the gate.

Fight past the initial wave of Phantom Guard Soldiers and Ravenous. Look through the hole in the rocks on the right to spot a Vulgrim Location. You can reach this area only by following the narrow path around the rocks to the right. Vulgrim has several new items for sale, including the Bane Weapon Enhancement and the Immolation Wrath Power. You can accumulate a wealth of Souls in this area, so consider saving for a later shopping spree.

Realm-Specific Caskets and Artifacts

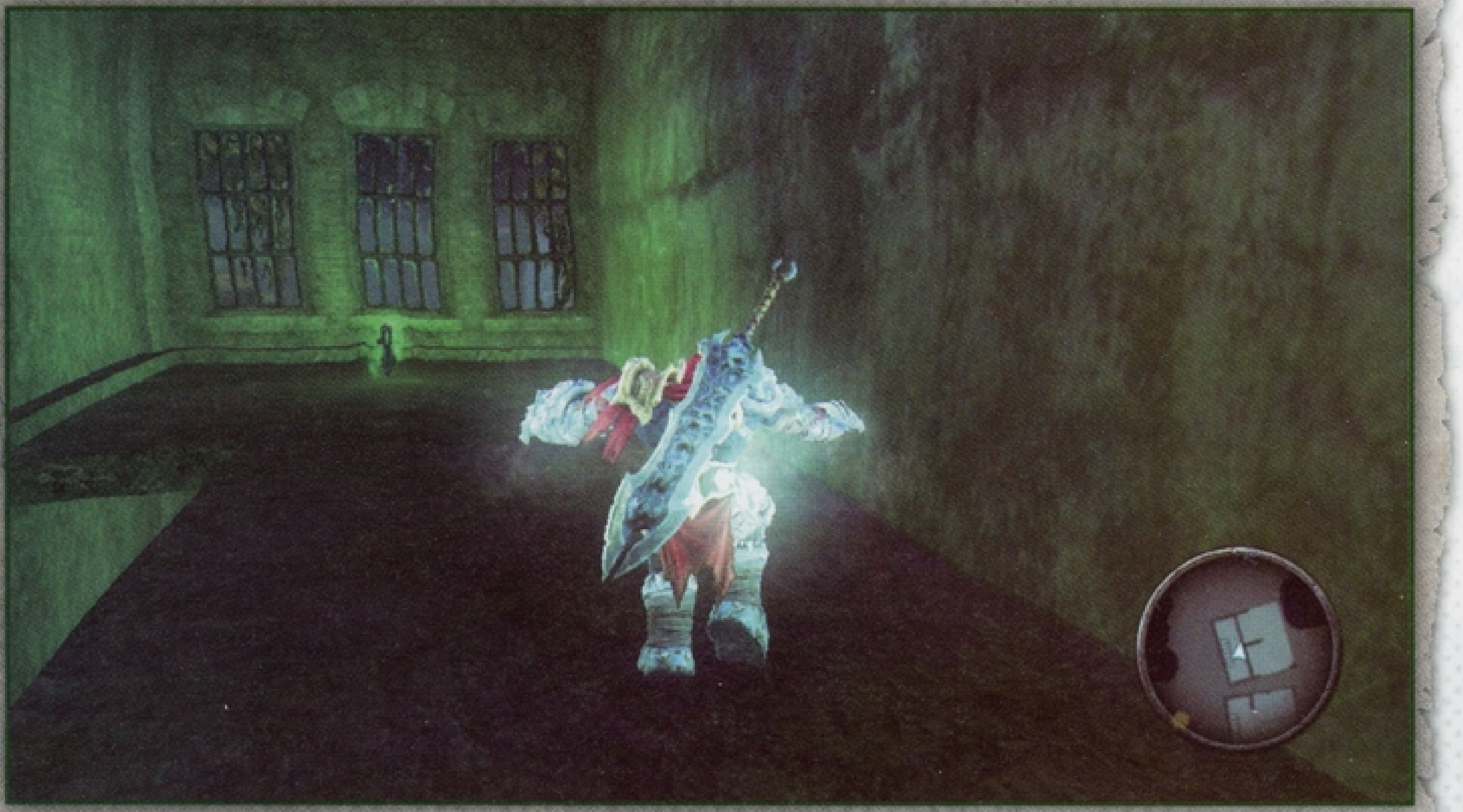
You have to enter the various underwater caves and ruins more than once to find all of the caskets and items here, as you cannot retrieve them while you explore the Shadow Realm. Caskets, items, and enemies belong only to the realm of light, you cannot see them while you visit the four Shadow Arenas.



Continue the fight along the road, past the throngs of enemies, including the Undead Soldiers that come to the Phantom Guard Soldiers' aid. Unleash any new attacks you've learned, but refrain from employing the Chaos Form to keep the meter full for the ensuing Shadow Arena Challenges. Use Instant Kills to top off the Wrath meter, then dive into the water and search for the collectibles.

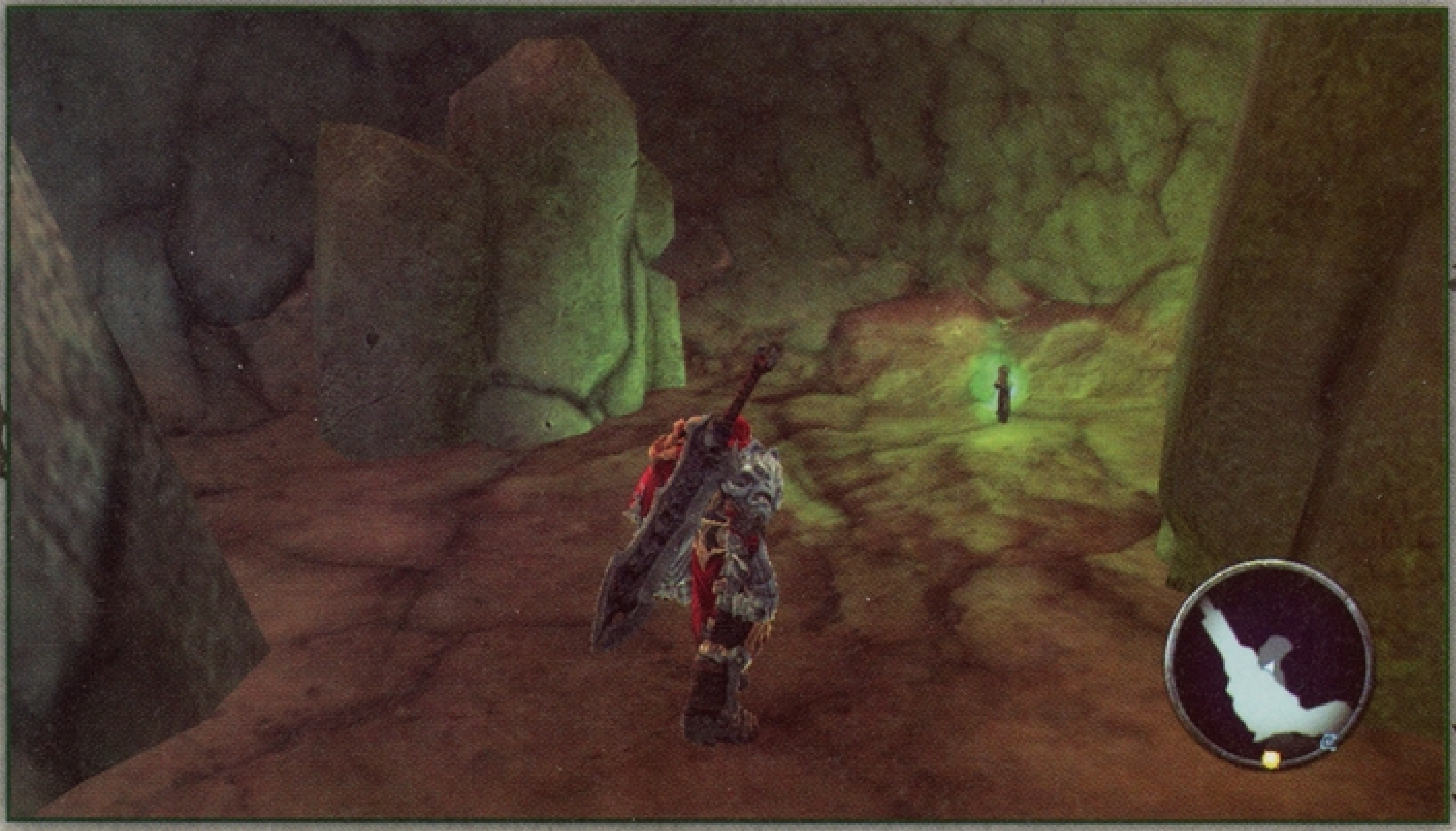
ARTIFACT: SOLDIER

Swim into the submerged lower floor of the house closest to the Vulgrim Location. Swim up the stairs to the second floor. The **Artifact** is near the windows—you'll likely spot the Artifact's green glow from outside the house as you swim around.



ARTIFACT: SOLDIER

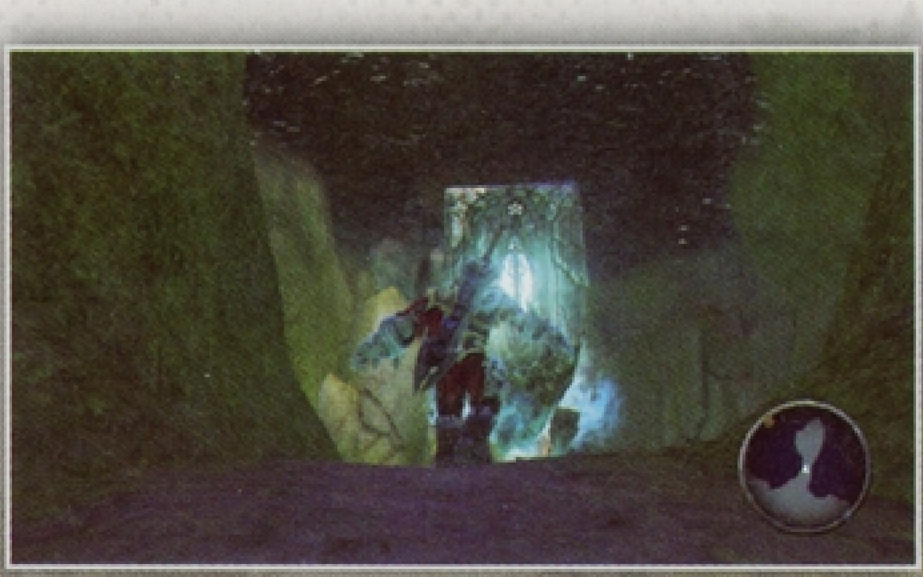
Swim back in the direction of the Vulgrim Location and toward the map's north end, where you ventured in from the Scalding Gallow. Swim under the waterfall to the water's edge and enter the small cave under the road to find this **Artifact**.



Blow the Earthcaller at the gate and learn of the four Shadow Arenas that you must complete before you can leave this area. The Shadow Arenas are hidden throughout Drowned Pass, requiring you to swim and explore the area rather thoroughly. Three of the portals leading to the Shadow Arenas are located in caves on the area's eastern side, while the fourth is atop the house in the middle of the lake.

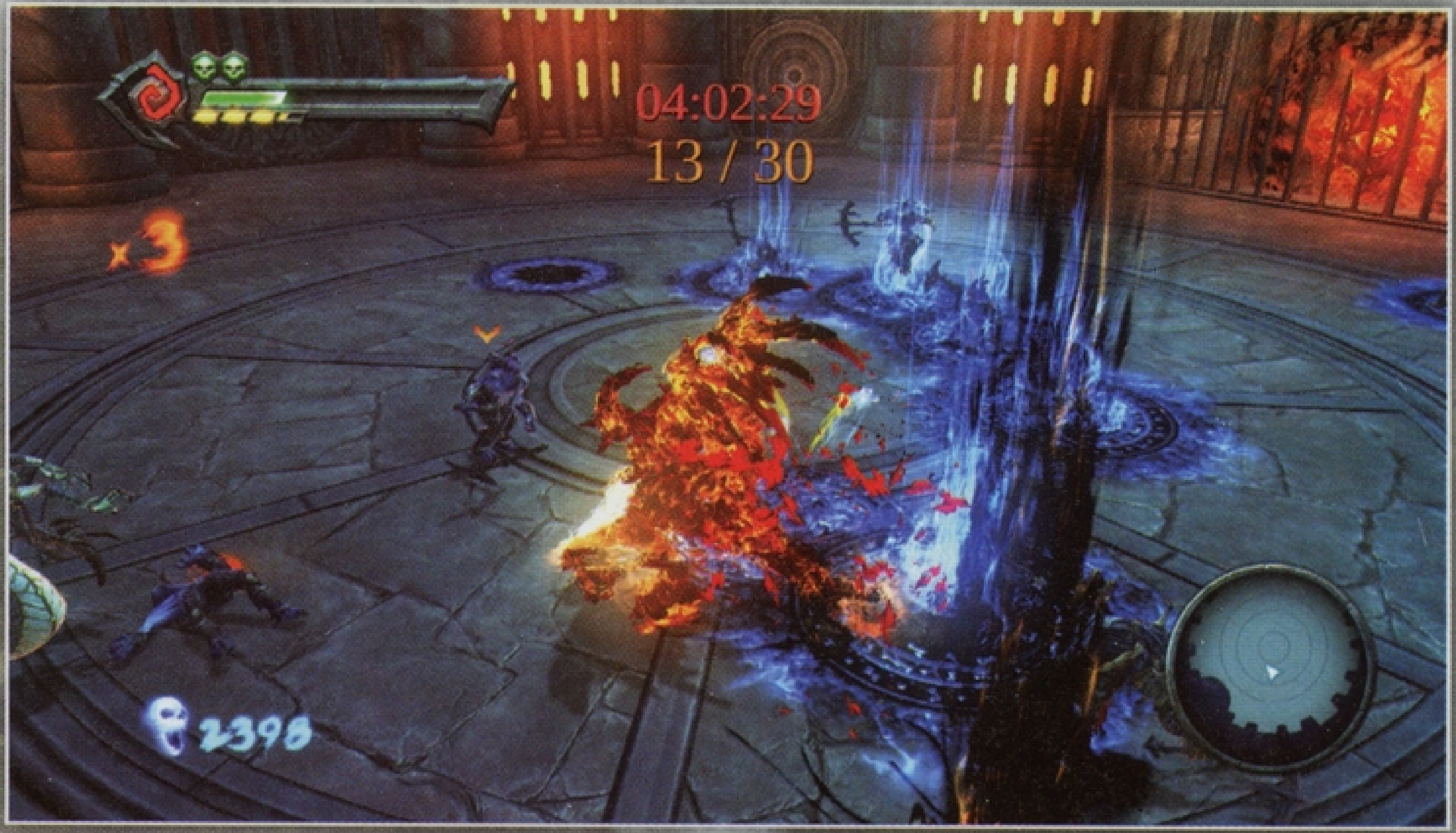
Underwater Pedestal

Swim into the large cave to the west of the houses and strike the Crystal Blade on the large stone block. This giant plinth rises out of the water, providing a platform to which you can Shadowglide and ultimately reach the **Lifestone Shard** within the casket on the cliff.



WRATH OF WAR

Kill 30 enemies using the destructive power of War's Chaos Form within the time limit (5:00). Bonus Souls are awarded for any time left on the clock.

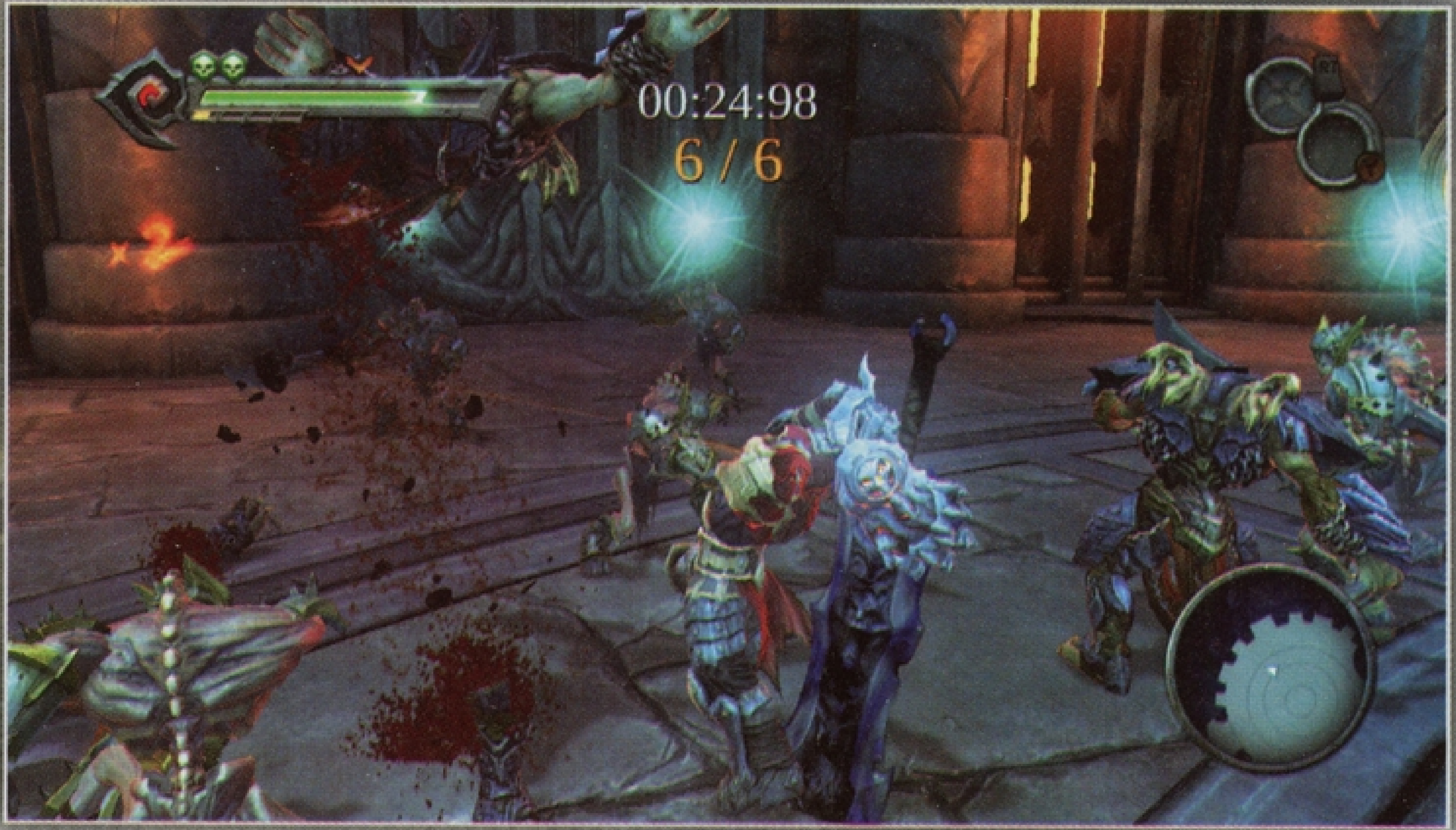


Unleash Chaos Form at the very start of the battle to kill as many of the weaker enemies as possible. Resist the urge to use Blade Geyser to rapidly kill the lesser foes. Instead, focus on defeating the bigger beasts when you're in normal form. Wait to trigger Chaos Form until a number of enemies are nearby, so you can slash through them quickly. Another way to ensure ample enemies to slay when you trigger Chaos Form is to refrain from delivering fatal blows to the enemies you attack in normal form. Although using Instant Kills releases lots of Souls, it doesn't fill up the Chaos Meter, so stick to normal attacks. Stay clear of the Shadowcasters and Traumas that appear until you're ready to trigger Chaos Form.

DEFENDER

Keep at least one Undead Soldier alive throughout the time limit (5:00). Bonus Souls are awarded for each Undead that survives.

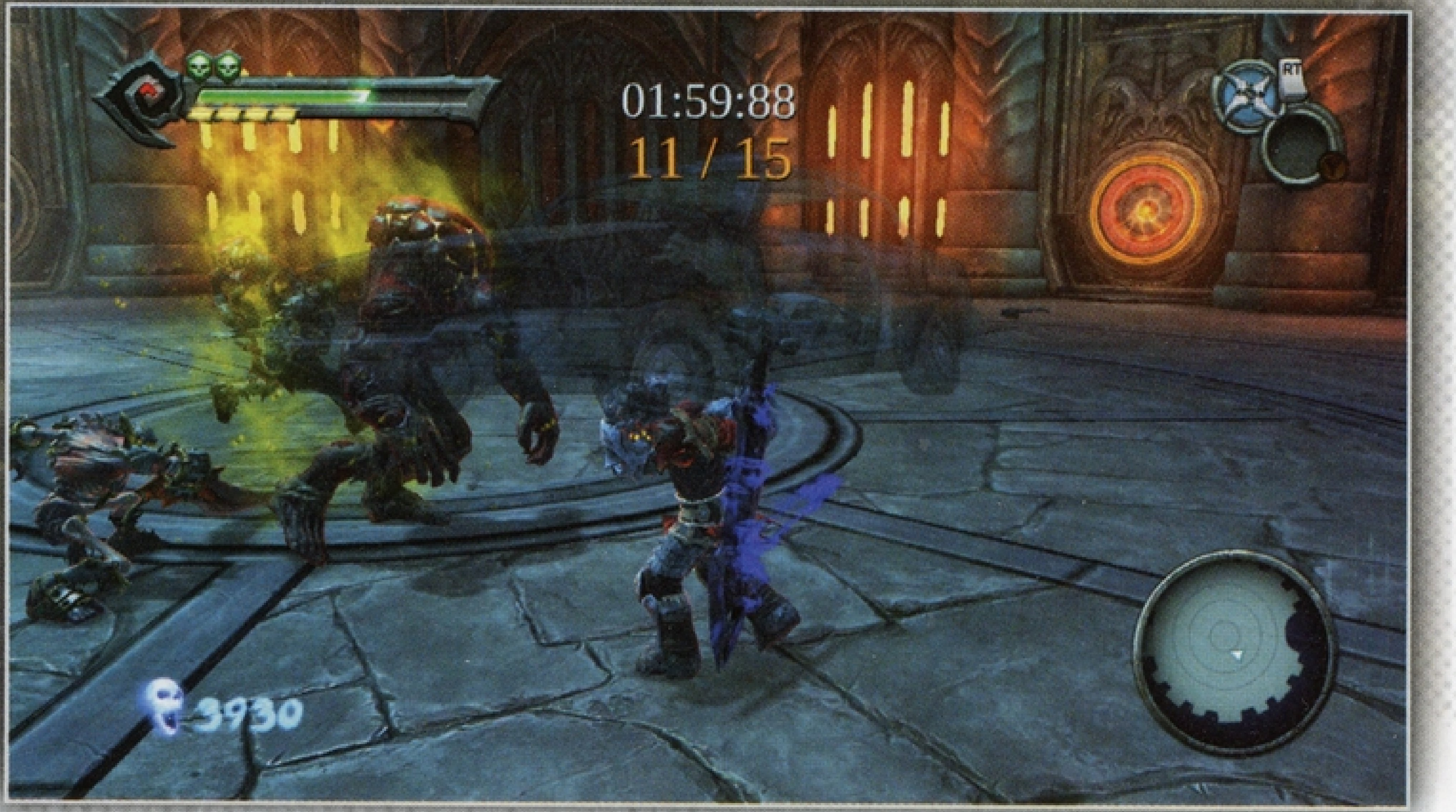
You are charged with protecting six Undead Soldiers from all sorts of evil. Your attacks cannot harm these Undead Soldiers, and they do a pretty good job of defending themselves, so this isn't as difficult as it may sound. Stick close to the Undead Soldiers—a blue light twinkles over their heads. Wait for other enemies to attack at close range, and then unleash Blade Geyser. War's crushing Power Strike and Harpoon Tackle attacks are also quite effective, as both knock enemies away. The enemies get tougher as the timer continues to count down. The final minute brings multiple Gholens and Fleshburster enemies, so be sure to fill the Chaos Meter and be ready to unleash your ultimate attack when the going gets toughest!



WORLD OF PAIN

Kill 15 enemies using environmental weapon attacks within the time limit (4:00). Bonus Souls are awarded for any time left on the clock.

Cars drop from the ceiling throughout this entertaining Shadow Arena Challenge. All you have to do is pick them up and toss them! The enemies get tougher as the challenge continues, but you can use your Crossblade and Chaoseater to soften up strong enemies—you need only to deliver the fatal blow using the vehicles. Dash around the arena to maintain a safe distance from the enemies. Grab cars and throw them at enemy groups to rack up the necessary kills as quickly as possible. Use the Earthcaller to blow back enemies that get too close, and then toss a car at them when they're bunched together.



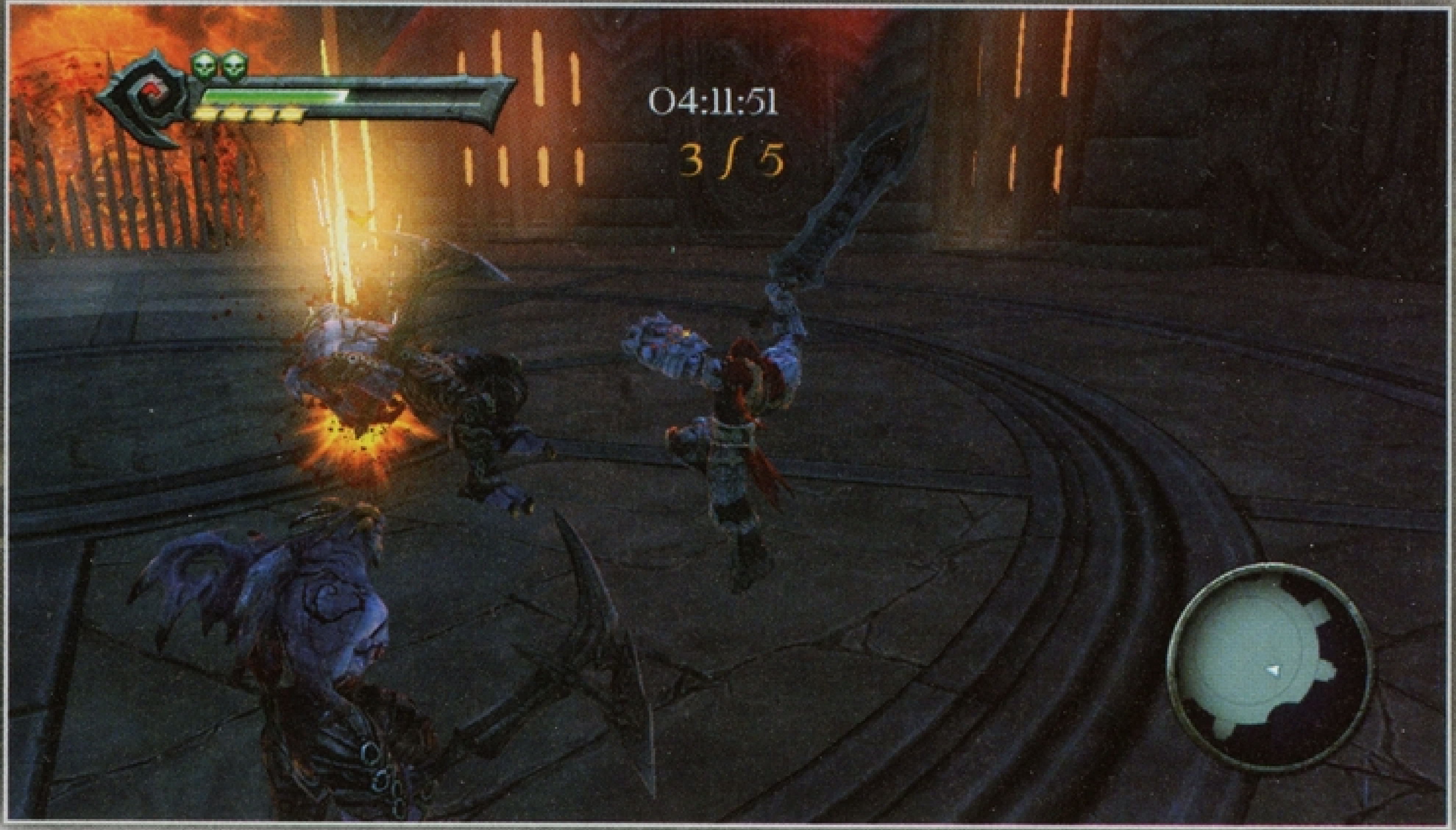
Through the Pipe

Locating the final Shadow Arena Challenge can be tricky. Walk along the upper mountain path toward the waterfalls near the mini-map's locator icon. Look for the large pipe just below the road. Drop off the road and go through this pipe to enter the secret cave under the waterfalls.

COUNTER KILLER

Kill five enemies using only block and projectile counterattacks within the time limit (5:00) Bonus Souls are awarded for any time left on the clock.

Defeating enemies with the Block Counter ability (Devil's Cross attack) can be tricky, because the timing must be precise. But once you get the hang of it, you'll be amazed how effective it is. Stand facing an enemy and watch for it to prepare an attack. Tap the Block Button just as the enemy's attack is set to land. Perfect timing knocks aside the enemy's blade and stuns the foe. War immediately launches into a combination counterattack that most likely tears the enemy in two. The challenge lies in not being surrounded while you wait for an enemy to attack. Maneuver to keep the enemies in front of you—you must be facing them to use the counterattack.

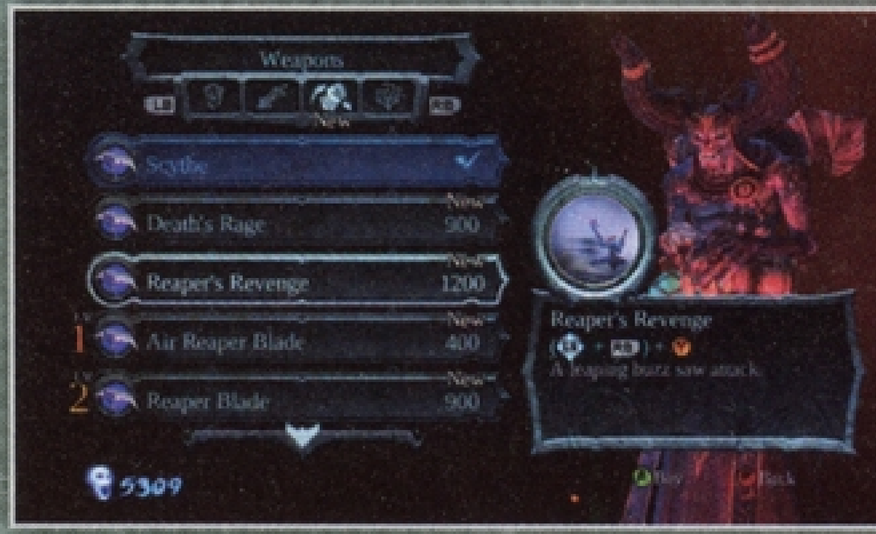


Abyssal Armor

The Tormented Gate gives War the third **Abyssal Armor Piece** as a reward for completing the three Shadow Arena Challenges in Drowned Pass. You can find another piece in the Casket in the northeastern cave, just beyond the Vulgrim Location.

Shopping Spree

Depending on how well you handle the Shadow Arena Challenges, and if you've been thorough in collecting the Artifacts, you may have over 8000 Souls to spend. Return to the Vulgrim Location and purchase the Bane enhancement, the Scythe, and at least one or two attacks for the Scythe. Install the Bane enhancement on the Chaoseater to keep a steady flow of incoming Wrath.


Weapons
New
Scythe
New
Death's Rage 900
New
Reaper's Revenge 1200
New
1 Air Reaper Blade 400
New
2 Reaper Blade 900
5309
Reaper's Revenge
A leaping buzz saw attack.
Buy
Back

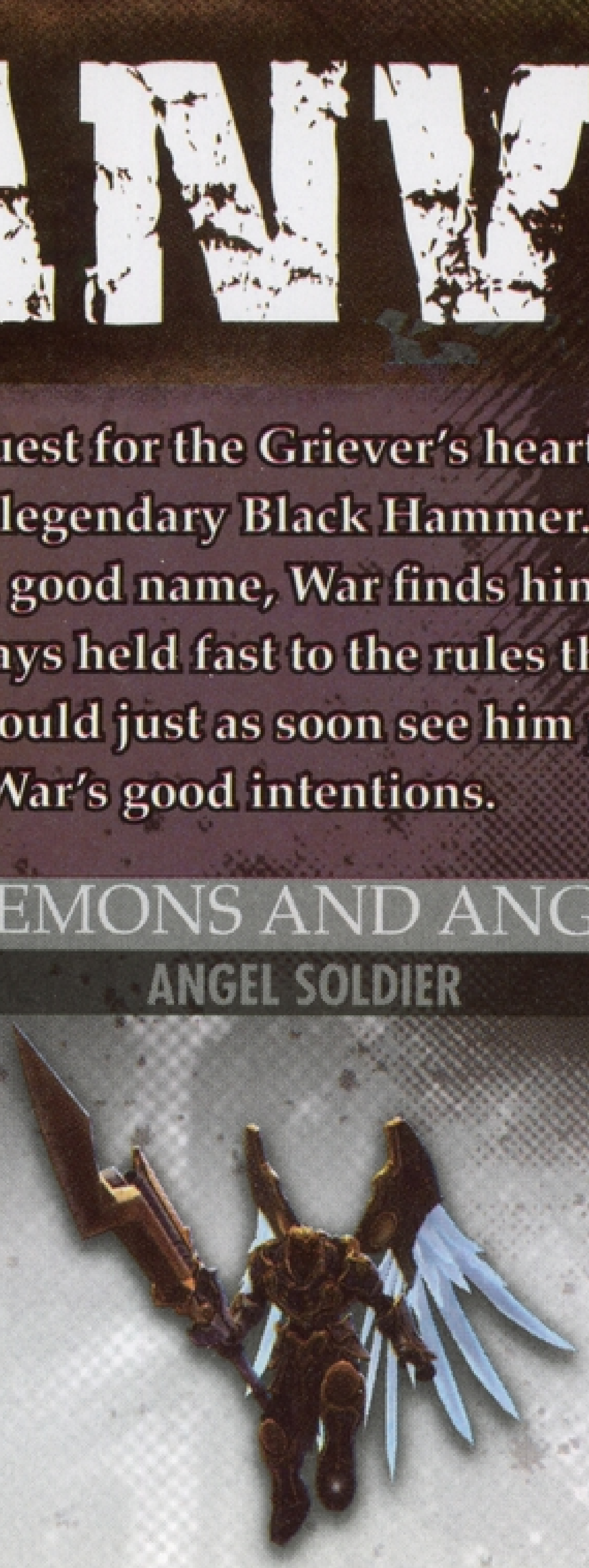
Leave the Drowned Pass by entering the tunnels behind the Tormented Gate's former position. Swim through the tubes, past the Deep Lurkers, to the collapsed tunnel. Use the cable and ledges to cross the gap in the floor. Explosive sacks grow on the Demonic Growth in this area, so be extra careful. Climb close enough to trigger the proximity-based explosion, and then quickly scurry away before it detonates. Anvil's Ford lies just ahead.

ANVIL'S FORD

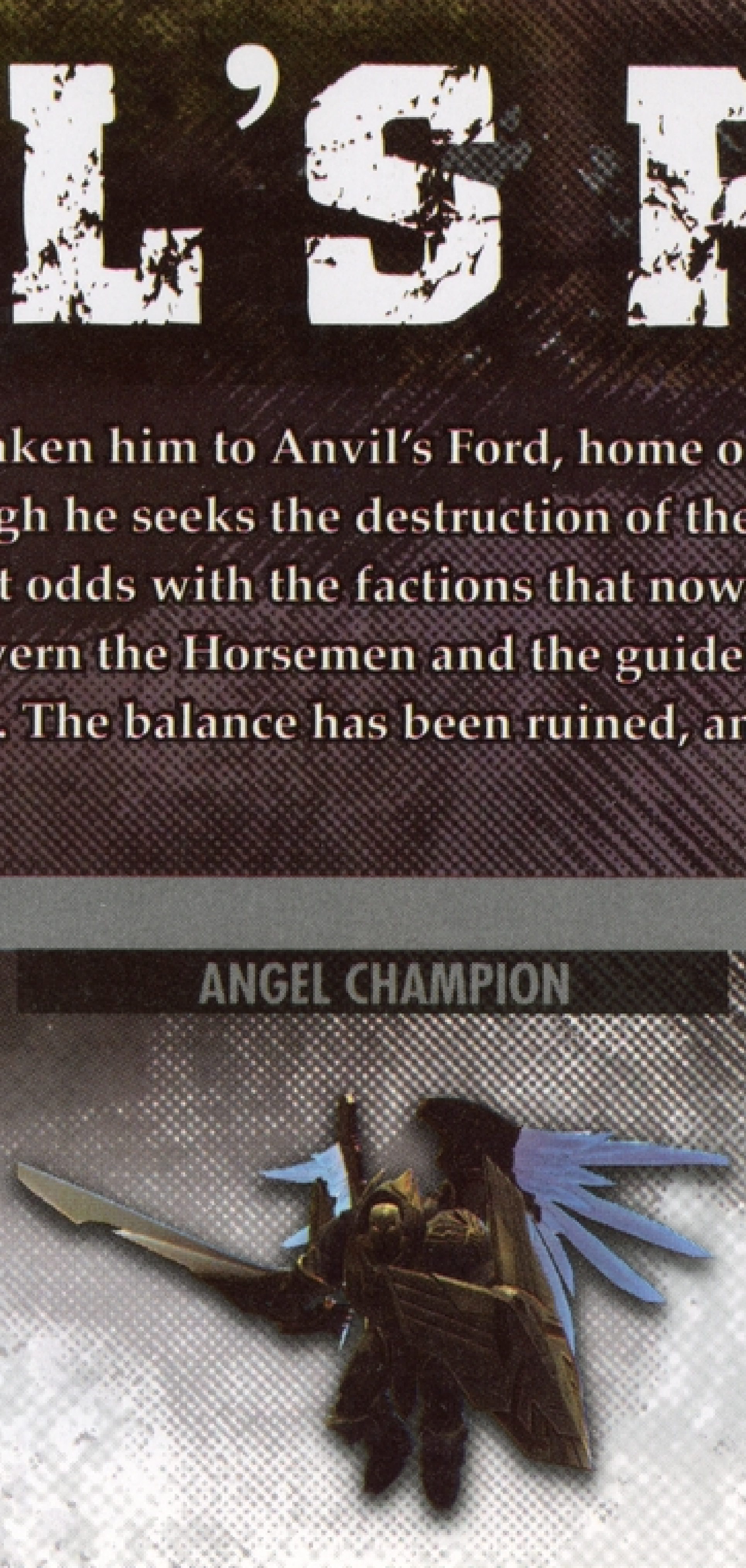
War's quest for the Griever's heart has taken him to Anvil's Ford, home of the Old One known as Ulthane and the legendary Black Hammer. Though he seeks the destruction of the Destroyer and the clearing of his own good name, War finds himself at odds with the factions that now fight for the scraps on Earth. War has always held fast to the rules that govern the Horsemen and the guidelines of the Charred Council. But many would just as soon see him perish. The balance has been ruined, and those caught in the middle care not for War's good intentions.

DEMONS AND ANGELS

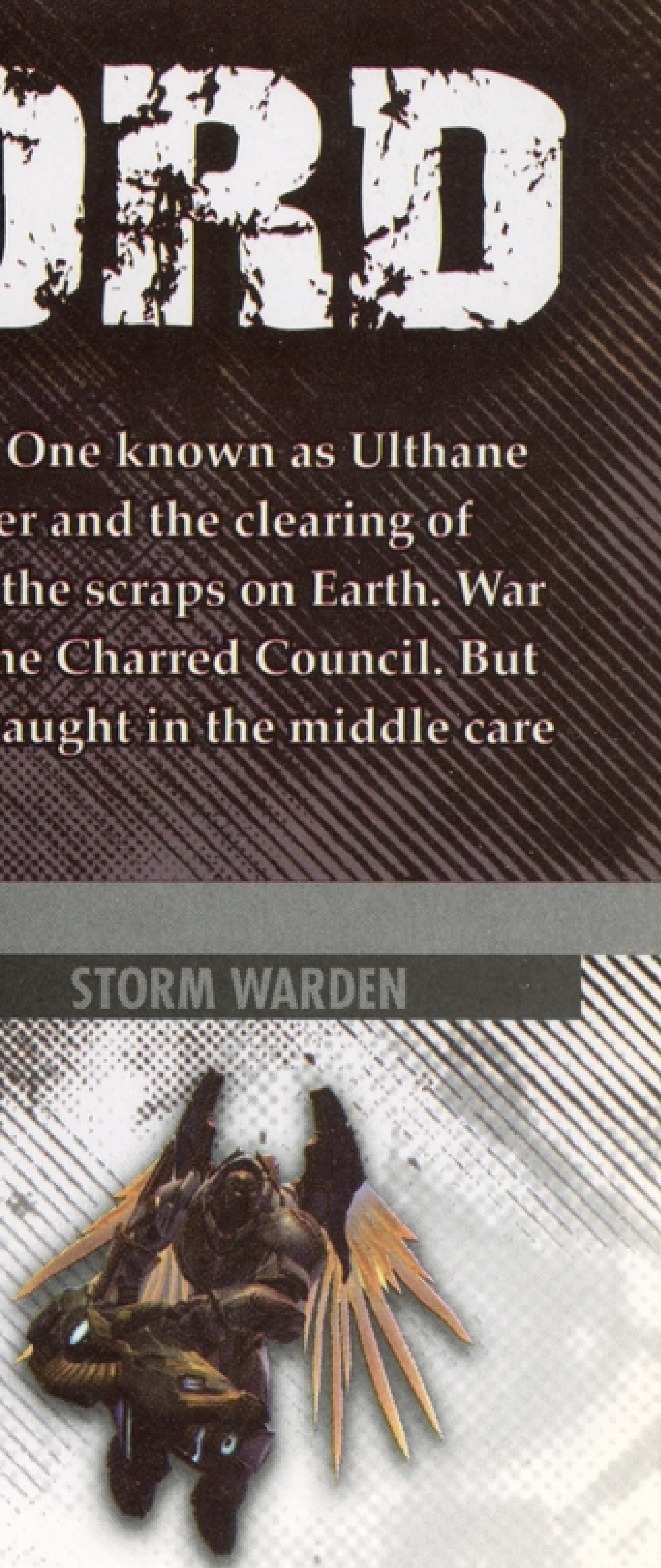
ANGEL SOLDIER



ANGEL CHAMPION



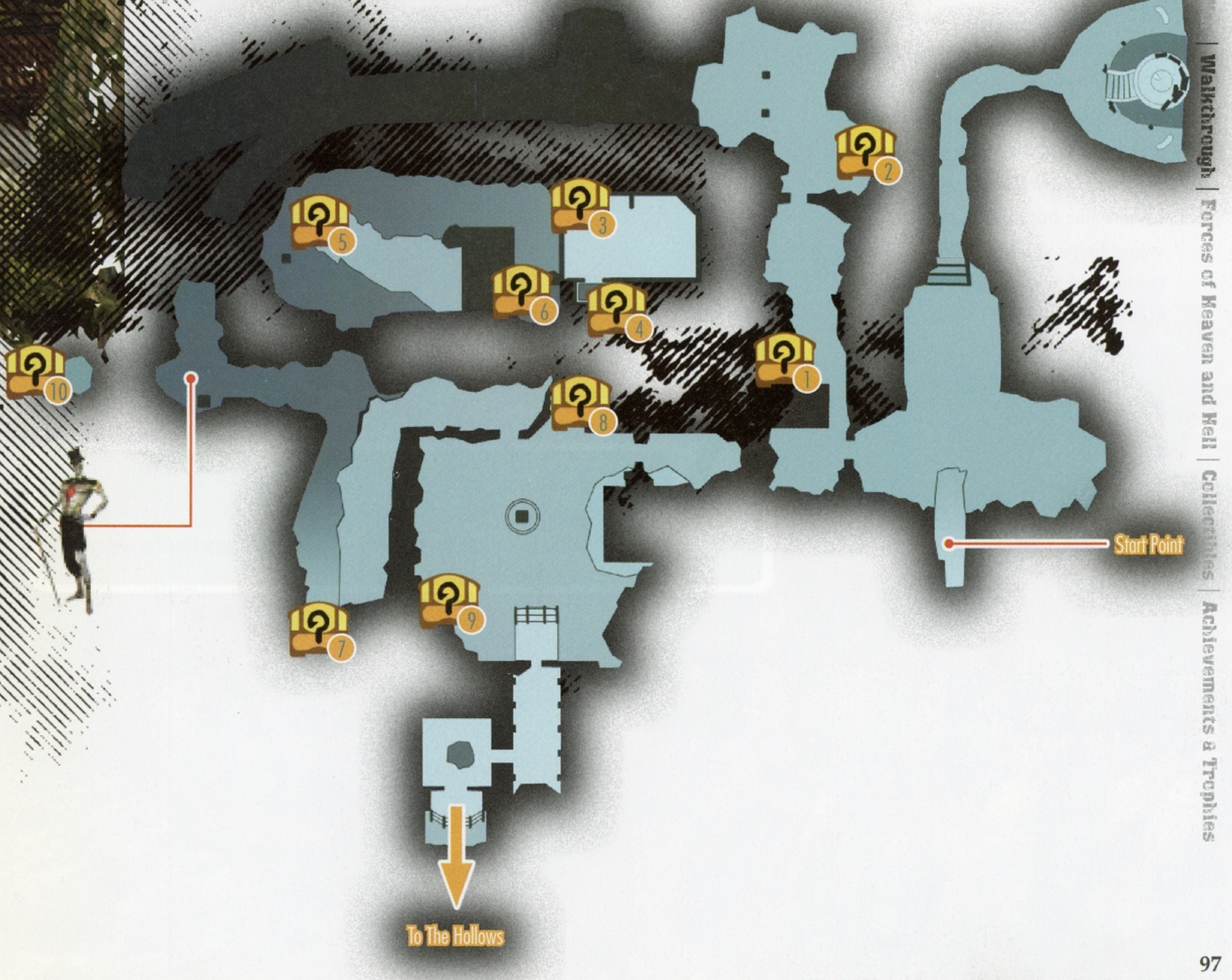
STORM WARDEN



Anvil's Ford

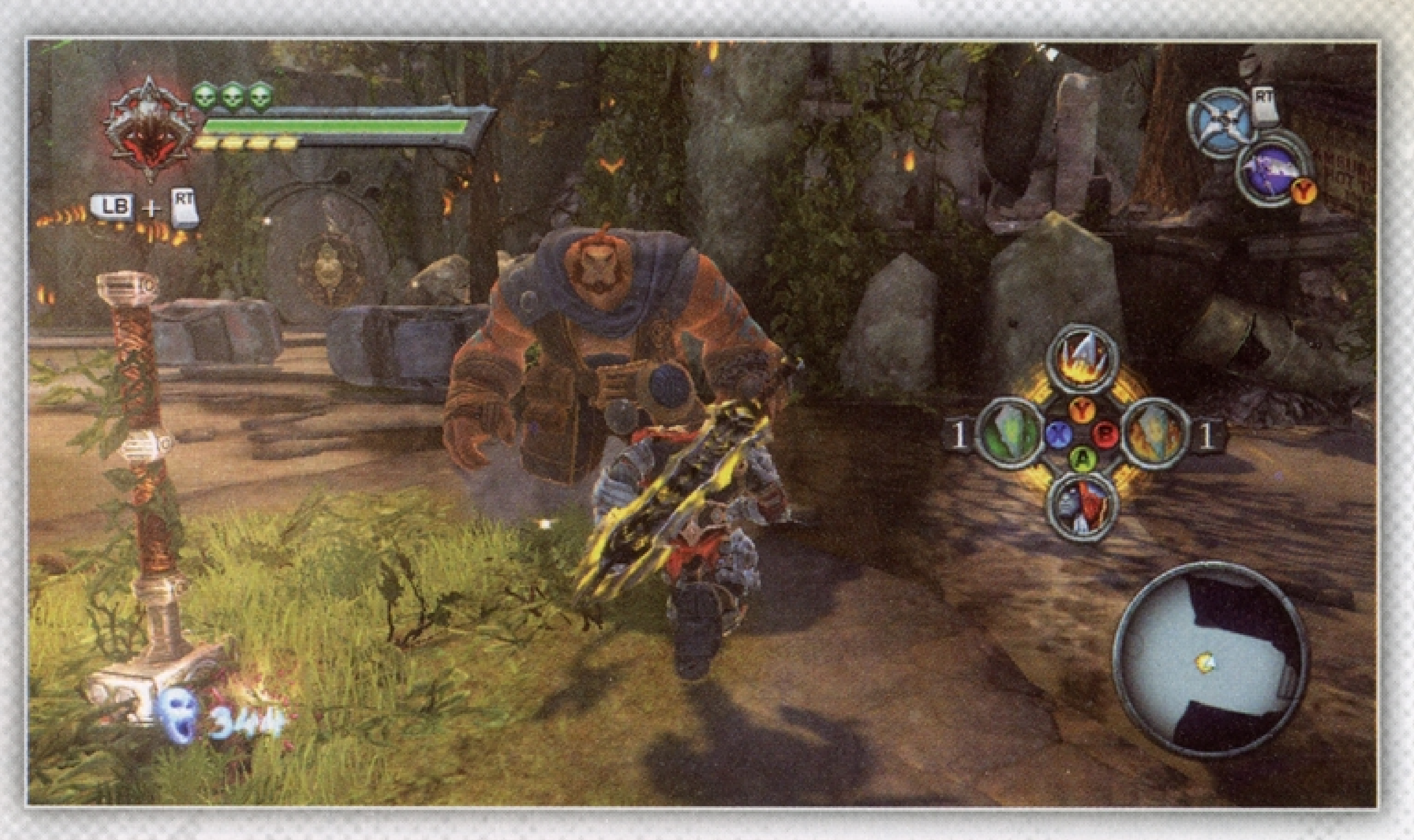
ANVIL'S FORD TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	Health	-
2	Health	-
3	Health	-
4	Health	-
5	250 Souls	-
6	Wrath Shard	-
7	Health	-
8	Health	-
9	Health	-
10	Wrath Shard	Abyssal Chain

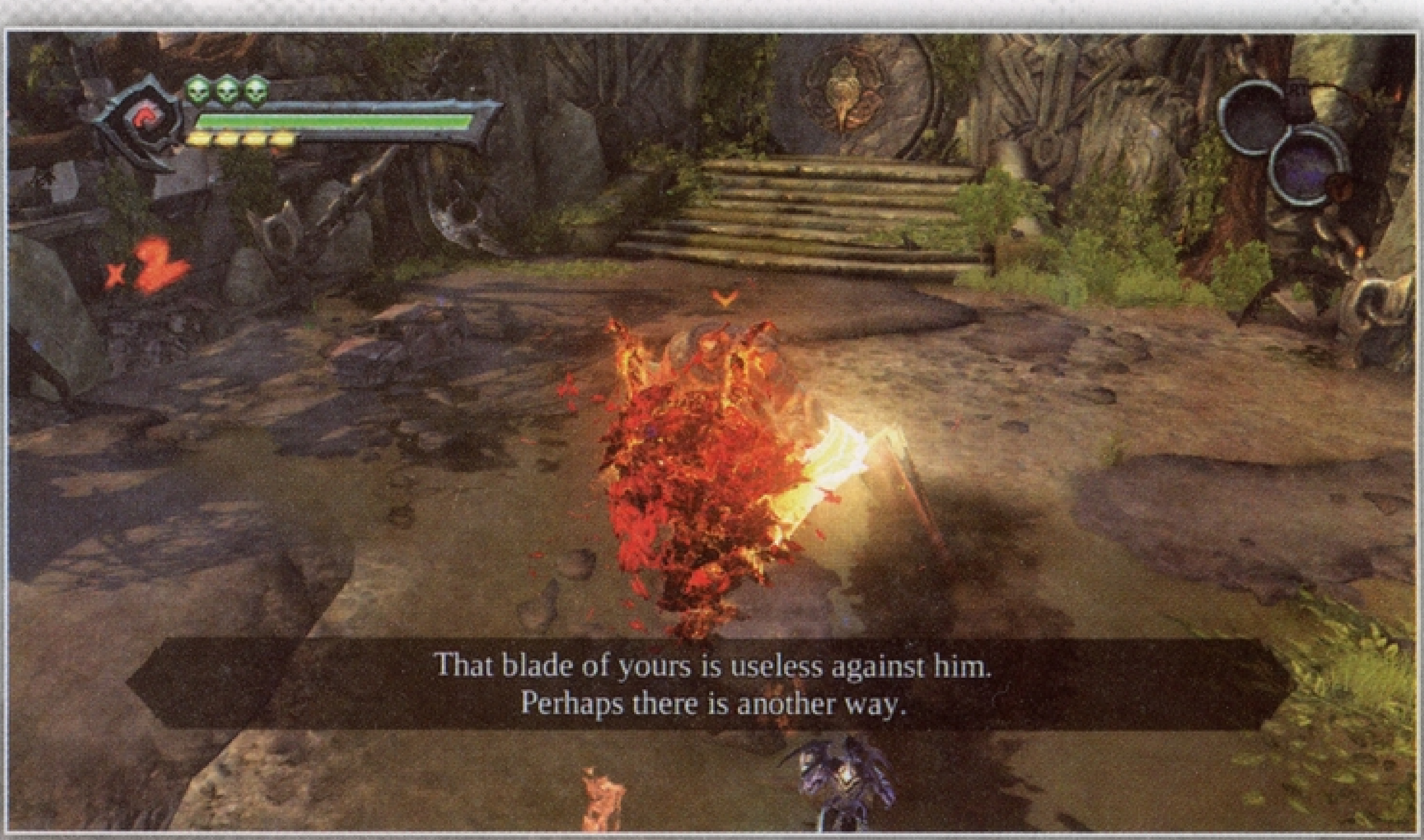

2
3
5
6
4
1
10
8
Start Point
9
7
To The Hollows

Find Ulthane

Exit the tunnel and proceed to the shimmering hammer in the clearing. This is the legendary Black Hammer that you've come for, but try as you might, you can't budge it. Your attempts to lift the weapon lure the giant hammer's rightful owner out of hiding—Ulthane enters the clearing to ward you from the area. You have to get through Ulthane in order to reach the Griever, so the two of you come to blows.



Ulthane is too big and strong for you to damage in your normal form. You must unleash your Chaos Form if to have any chance of fending off Ulthane. Trigger Chaos Form if the meter is full, and slash at Ulthane over and over until the battle is interrupted. You can't harm Ulthane with the Chaoseater, but each slash of the sword helps you fill the Chaos Meter. Dodge Ulthane's charge, and slash at him with a flurry of sword strikes to fill the meter. Enter Chaos Form and attack with abandon.



That blade of yours is useless against him.
Perhaps there is another way.

ONE TOUGH COOKIE

Ulthane hides in the shadows at the clearing in Anvil's Ford. You get the pleasure of meeting the giant as soon as you try to pick up the mystical Black Hammer weapon.

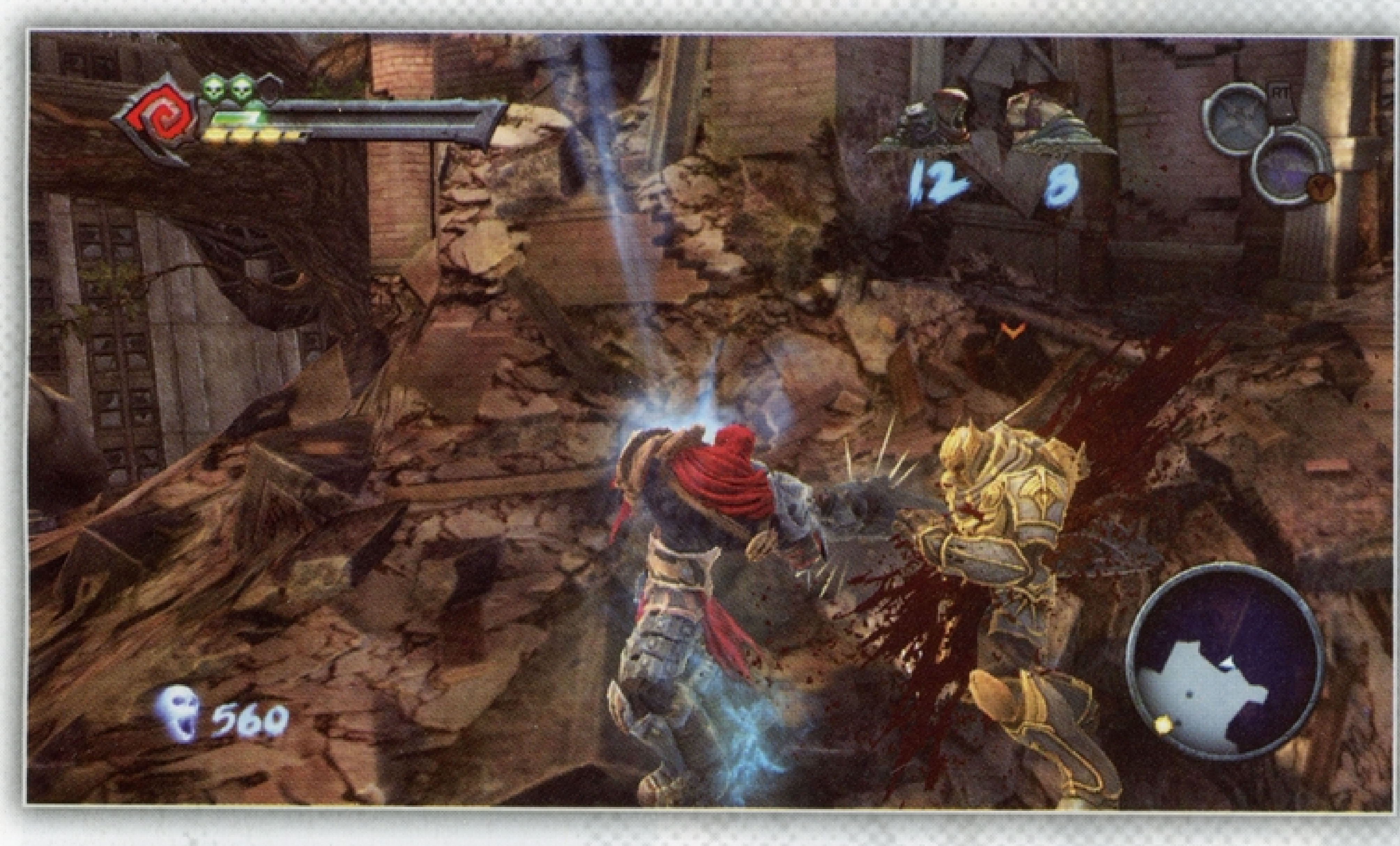
Find the Subway Entrance

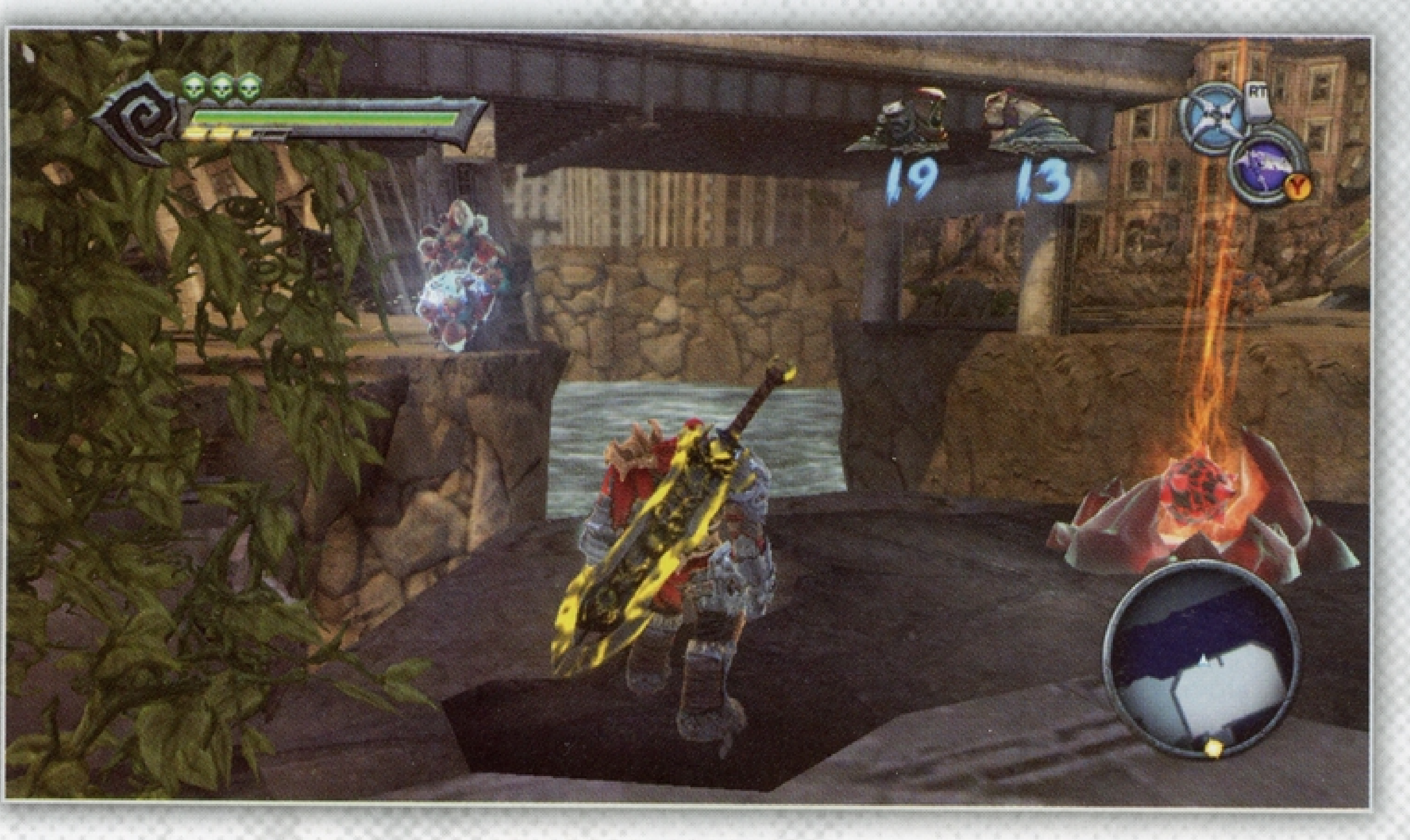
Uriel and members of Heaven's Army descend from the sky, interrupting War and Ulthane's impromptu battle. This only serves to unite War and Ulthane as allies. The first Angel Soldier wave stays fairly high in the air, so throw the Crossblade or the rusting old vehicles to knock them down. Kill as many Angel Soldiers as possible in this opening battle, and then follow Ulthane to the nearby gate.

Defeat the four Angel Soldiers beyond the door. Then follow Ulthane as he smashes through the giant growths of blue crystals. Continue north through the next doorway to the elevated highway. Use the vehicles here to knock the Angel Soldiers out of the air, and then leap into action. Watch for enemies that are vulnerable to an Instant Kill, particularly if Ulthane is about to finish them off—rush over and deliver the fatal blow. This is a contest and you have to do everything you can to win, even if it means "stealing kills."

Scoreboard!

If Ulthane hates anything more than people trying to steal his Black Hammer, it's pesky Angels sticking their wings where they don't belong. Ulthane challenges you to a contest to see who can kill the most Angels by the time they reach the subway entrance. You not only win Ulthane's cooperation by partaking in the challenge, but you even earn the **Combat Lore** enhancement by winning! All you have to do is tally at least one more kill than Ulthane does by the time you cross Anvil's Ford.

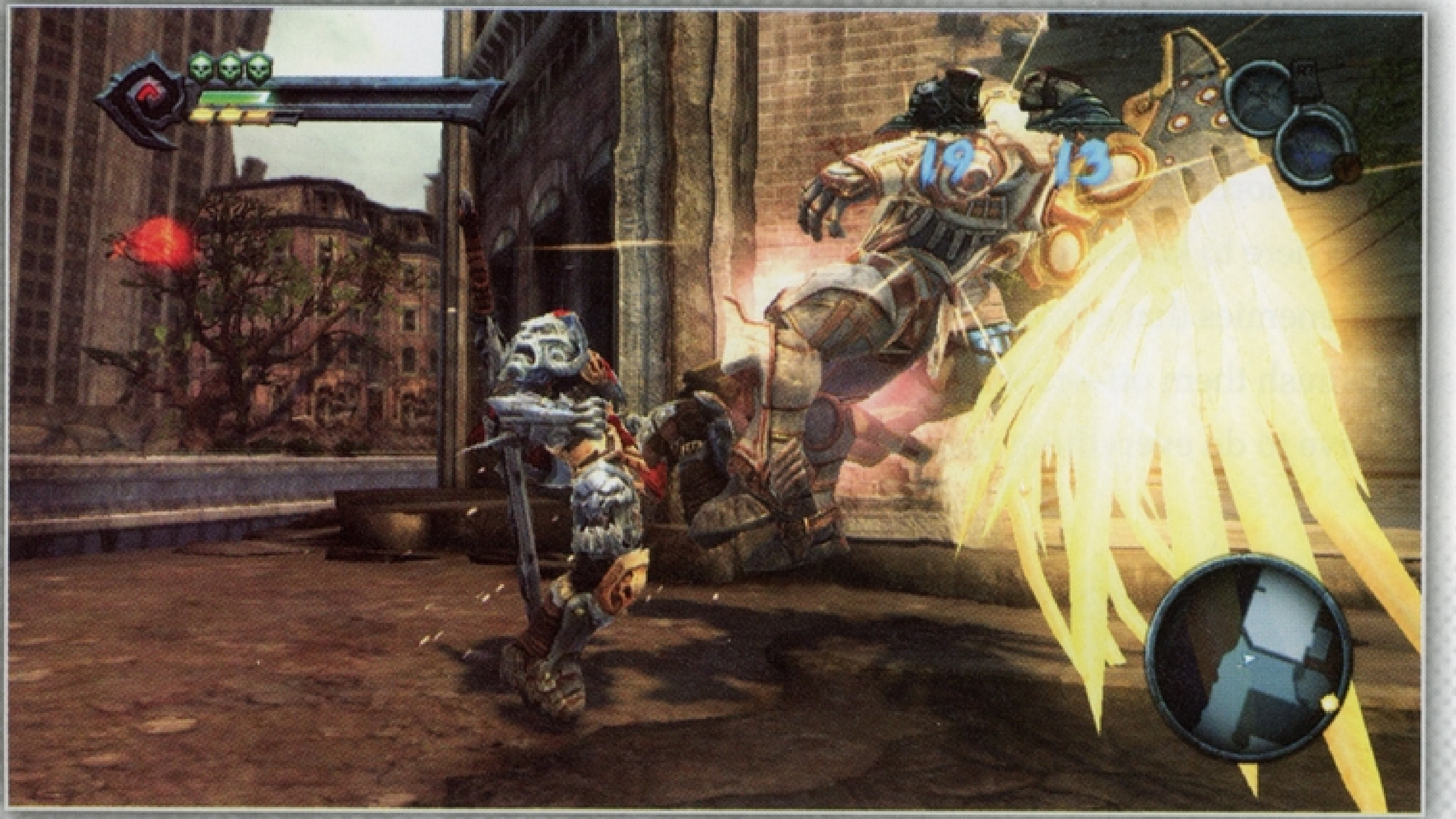




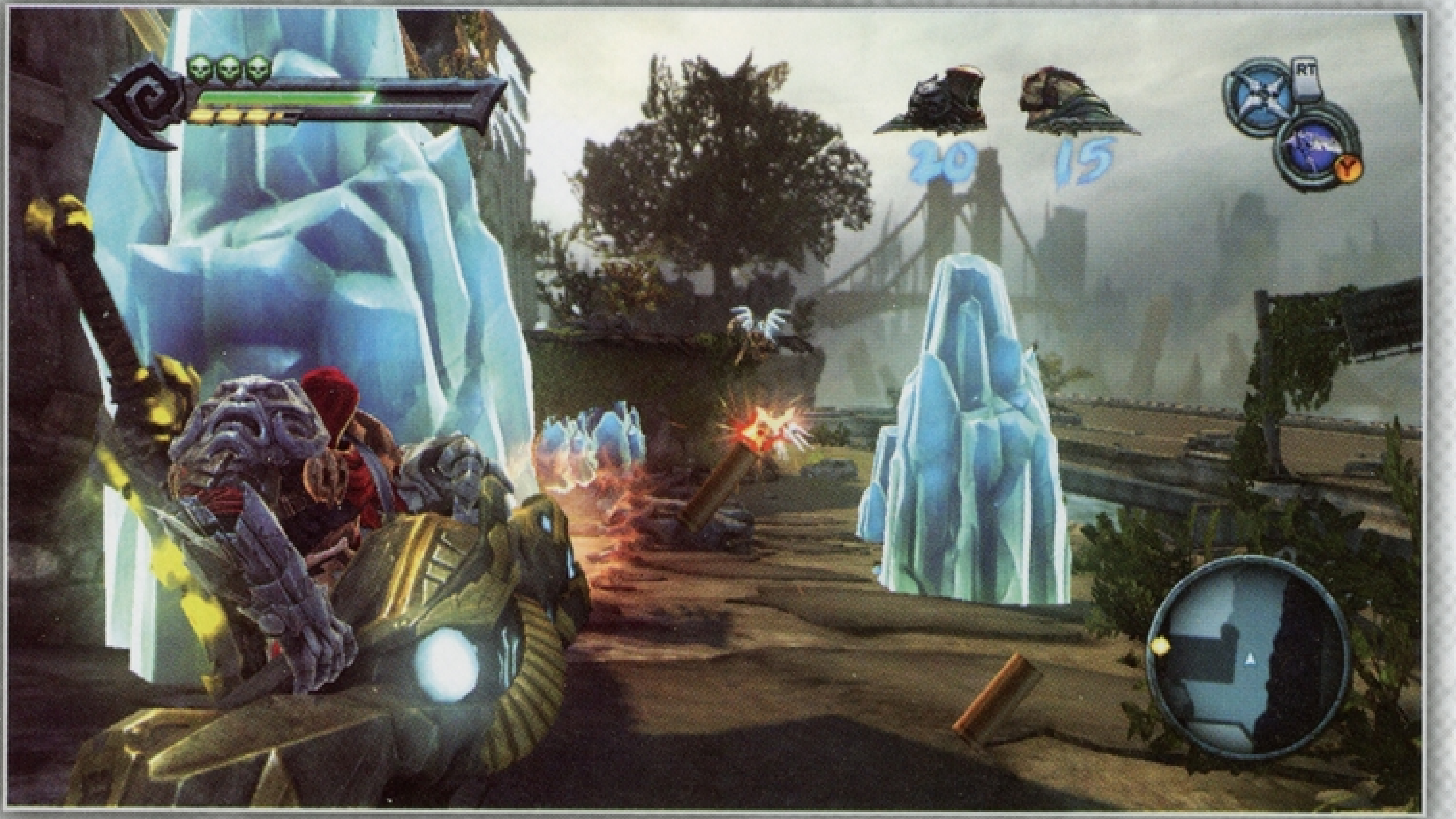
Approach Ulthane and, when you're prompted, press the Action button to have him throw War onto the roof of the nearby building. Use Flipsaw and Demon's Edge attacks to knock the shield from the Angel Champion's hands. Then, once he's grounded, finish him off with a series of Harpoon Tackles. Drop through the elevator shaft to the lower level, and throw the firebomb at the dormant bombs growing on the highway bridge support. The bridge collapses, thereby giving Ulthane a path around the perimeter.

REDEMPTION IN HAND

A Storm Warden blasts a hole in the building's side and attacks. Charge the Crossblade and knock the Storm Warden out of the sky before it fires its weapon again. Leap onto the winged Angel and strike at it repeatedly until you can deliver an Instant Kill attack. Pick up the Storm Warden's dropped weapon, known as the Redemption, and prepare for combat!



Slowly make your way down the slope, using the indestructible blue crystals as cover against the Angel Soldiers' energy beams. Advance gradually to lure a few more enemies out of hiding. Then backtrack up the hill and behind cover, continuing to fire the weapon. Use charged blasts to rid Angel Champions of their shields, and rely on rapid-fire attacks to take out Angel Soldiers.



Rapid-Fire Redemption

The Redemption has two firing modes: tap the Use Gear button to fire rapid shots, or hold the Focus button to charge up a powerful area-of-effect blast. Rapid shots are great for shooting multiple Angel Soldiers or for finishing off downed enemies. Use charged blasts for penetrating Angel Champions' shields.

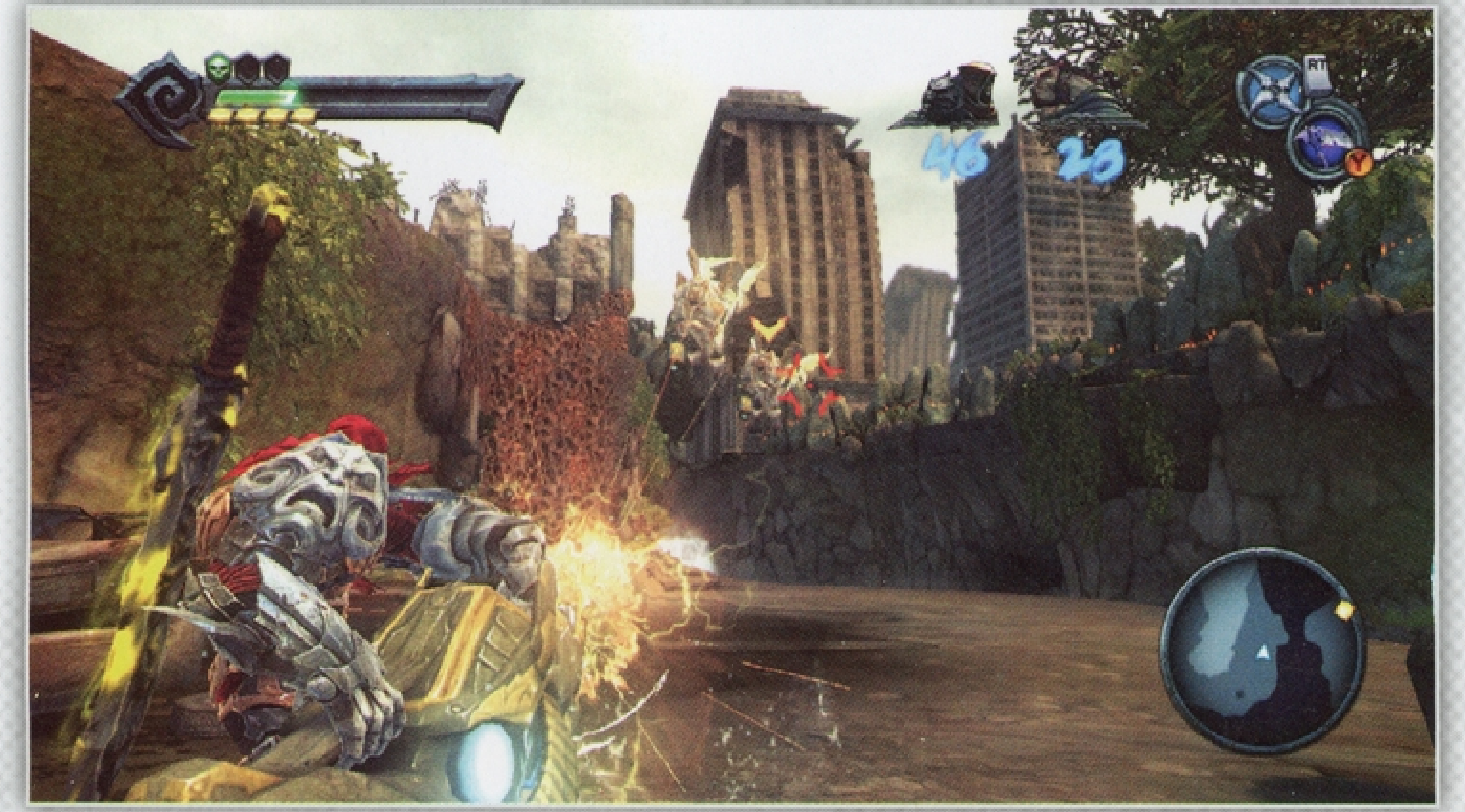
Long-Range Kill Stealing

On the highway to the right, Ulthane is busy with his own flock of Angels, so he can't offer any help. But that doesn't mean your can't cherry-pick some of Ulthane's targets and pad your score. Fire an occasional charged attack over at the Angels near Ulthane to steal some additional kills.

Stay close to the hill on the left side as you reach the bottom of the slope. This gives you additional cover from the advancing enemies. More and more Angel Champions attack as you get closer to the Demonic Growth on the left. Don't round the corner until you defeat these Angel Champions—several Storm Wardens fly in from afar as soon as you clear the road's bend. Back away and knock down the Storm Wardens with charged attacks. If no other enemies are nearby, drop the Redemption and finish these foes with traditional Instant Kill attacks. Otherwise, continue firing until the coast is clear.

WHO'S COUNTING?

Rack up more kills than Ulthane during the journey across Anvil's Ford to unlock this bonus. Build an early lead by using the Instant Kill technique against Angel Soldiers engaged with Ulthane. Then, when you have the Redemption, peer over toward Ulthane from time to time and blast a few of the Angels near him. Ulthane might not like you stealing his kills, but he can't do anything to stop it.



Climb the Demonic Growth on the left, and descend the section growing on the building's side. Find the two caskets in this area and then meet up with Ulthane. Follow Ulthane up the hill to the next gate, where he gives you the Combat Lore enhancement if you've accumulated more kills than he has by this point in your alliance.

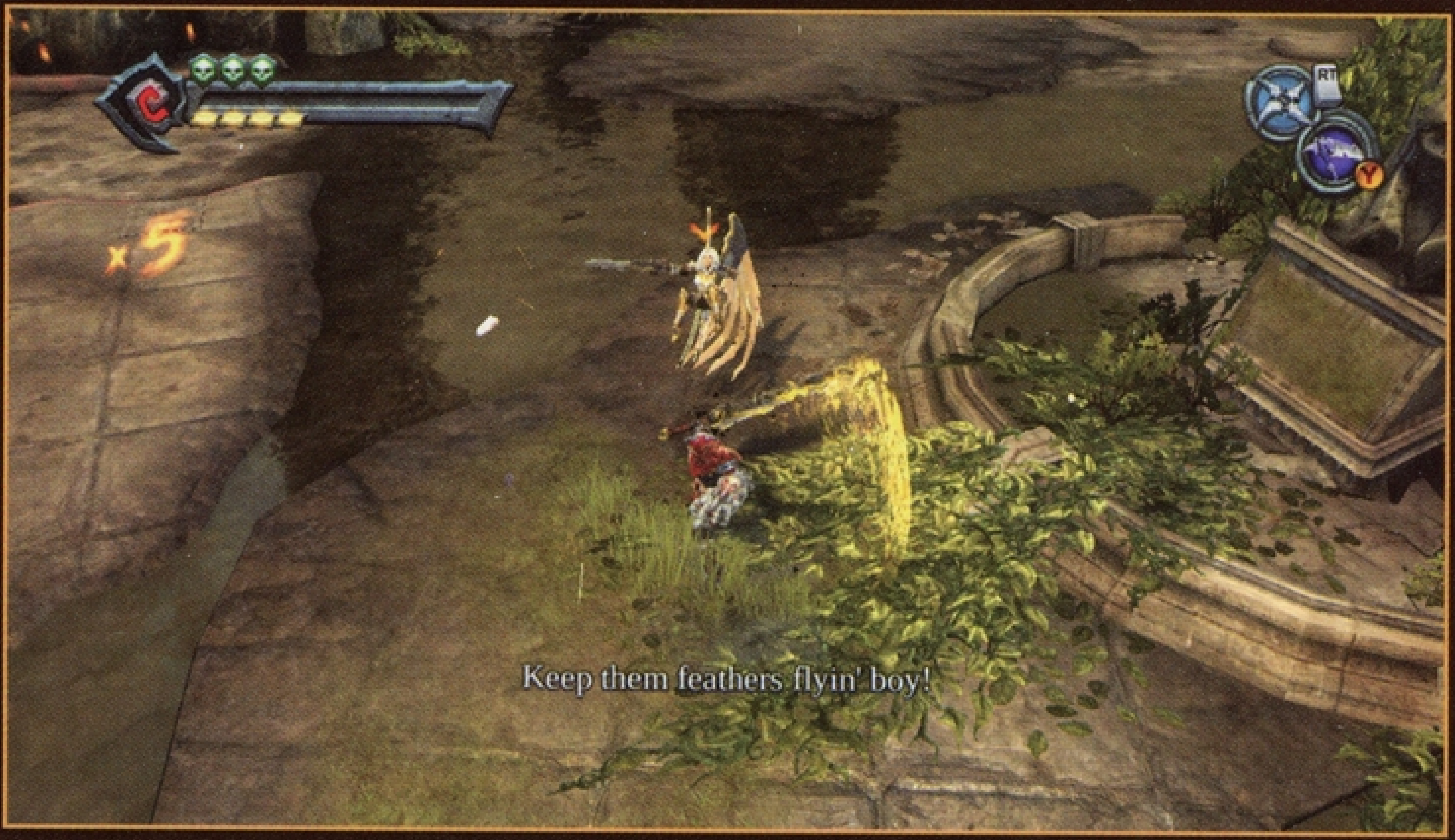
Uriel

URIEL'S ATTACKS

ATTACK	DEFENSE
Sword Strike	As Uriel comes to her feet after being attacked, stay clear of her acrobatic uppercut sword strike.

Uriel is a surprisingly fast and powerful member of Heaven's Army. She does her best to stay out of your reach and attack with magic. As soon as the fight begins, throw a car or the Crossblade to knock her out of the air. Rush forward and attack with the Scythe or with a Flipsaw or Harpoon Tackle attack. Move fast, hit her, and then back away before she gets back to her feet. Two caskets filled with Health are in the vicinity if you need them.

This isn't a fight to the death. Keep up the pressure on Uriel by alternating between ranged and melee attacks. Hit her with War's Chaos Form if possible. Her lieutenants come to carry her away once you weaken her sufficiently.



Keep them feathers flyin' boy!

Destroy the Griever

Ulthane still doesn't entirely trust you, but he's willing to open the gate to the subway for you. Drop into the pit and follow the subway tunnels from Anvil's Ford to The Hollows, where you can find the Griever and her brood. The journey through the subway is short and straight. You can find two caskets along the way: one contains 250 Souls, and the other 100 Souls. The subway transition from Anvil's Ford to The Hollows is devoid of enemies, so journey with an easy mind.

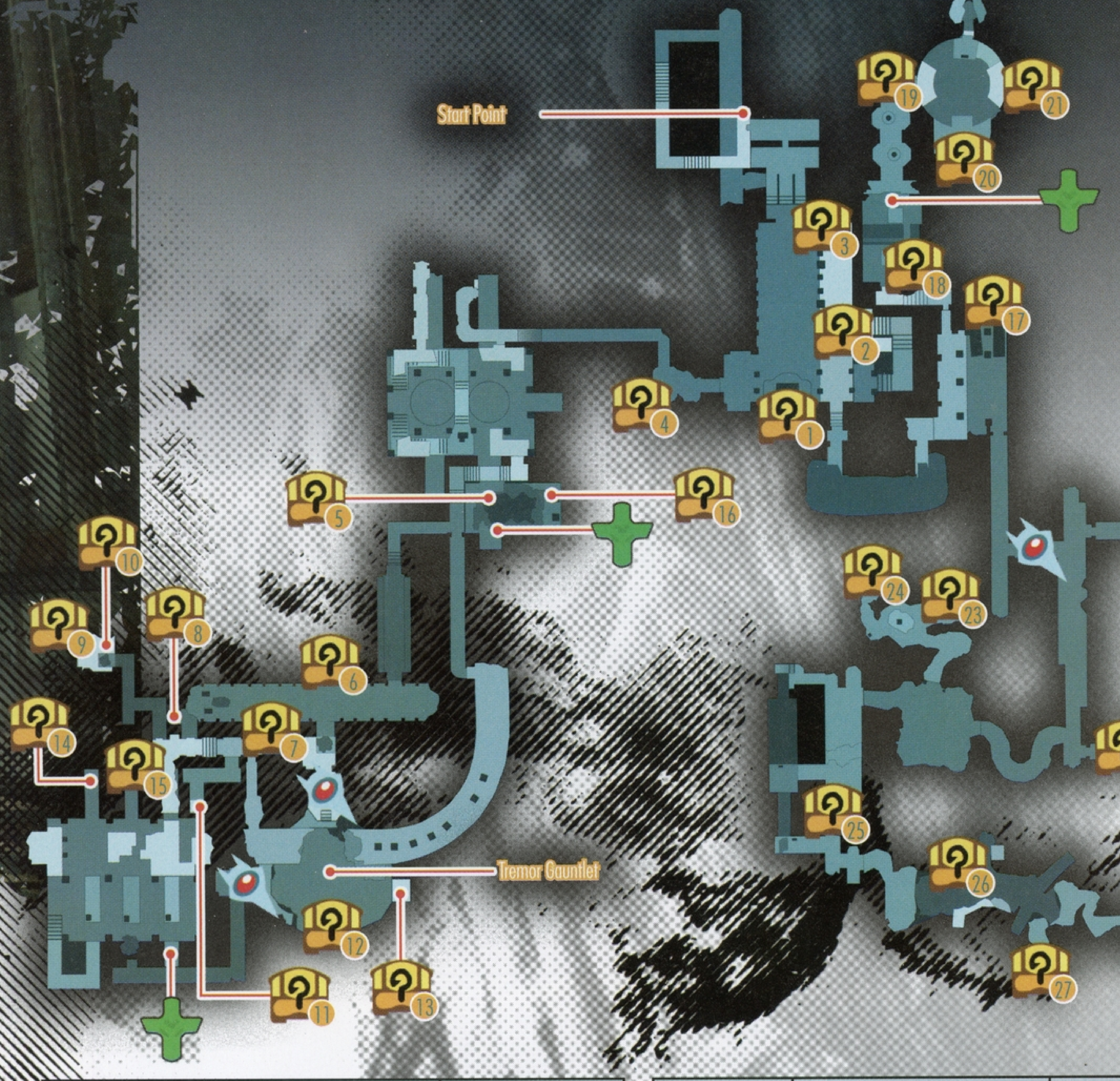
THE HOLLOWS

Ulthane begrudgingly opens the sealed door to The Hollows for War, though he doesn't expect War to return in one piece. The Hollows is a series of partially flooded subway tunnels and platforms inundated with a host of demons and other despicable beasts. A massive, spider-like creature known as the Griever lurks in the deepest corner of The Hollows. As one of The Chosen, the Griever isn't about to go down without a fight. Before War has any hope of ripping out the Griever's heart, he must first solve a number of navigational challenges unlike any he has seen before.

THE HOLLOWS TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	100 Souls	-
3	250 Souls	-
4	Health	-
5	100 Souls	-
6	Abyssal Armor Piece	-
7	Health	-
8	Reaper Weapon Enhancement	-

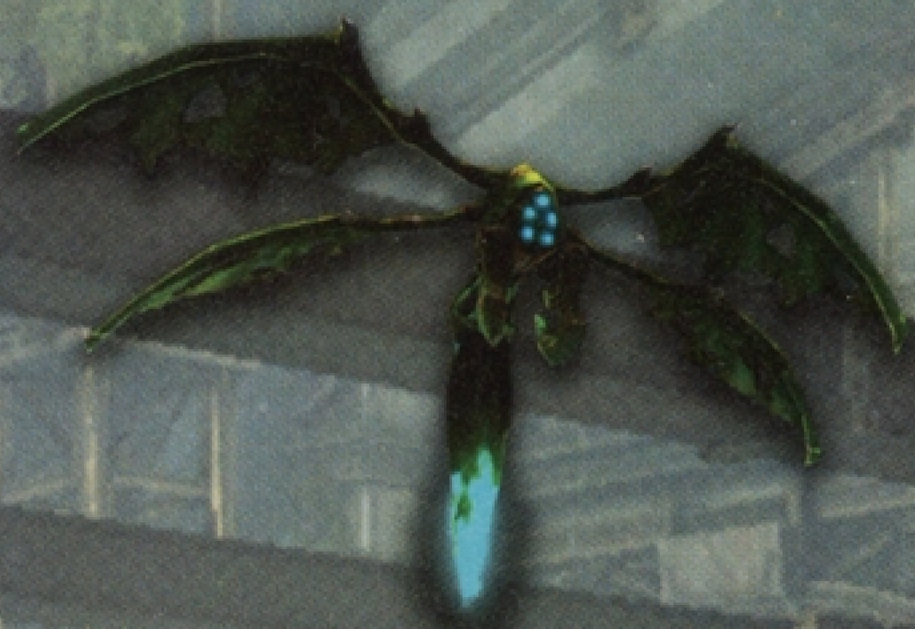
The Hollows


Start Point
Tremor Gauntlet
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27

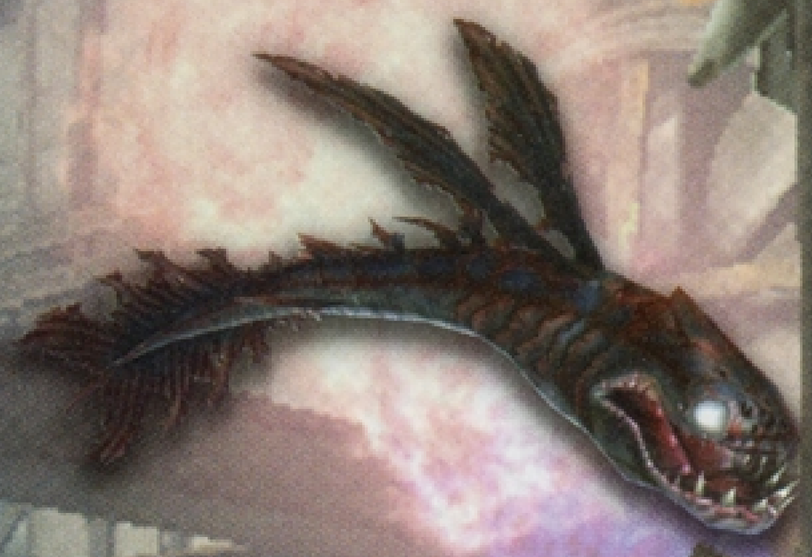
CHEST NO.	CONTENTS	ABILITY REQUIRED
9	Wrath Shard	-
10	250 Souls	-
11	Beholder's Key	-
12	Health	-
13	Beholder's Key	-
14	Wrath	-
15	Health	-
16	Map	Tremor Gauntlet
17	Lifestone Shard	-
18	250 Souls	-

CHEST NO.	CONTENTS	ABILITY REQUIRED
19	Health	-
20	250 Souls	Tremor Gauntlet
21	Beholder's Key	Tremor Gauntlet
22	Health	-
23	100 Souls	Crossblade
24	Hoardseeker	-
25	Health	-
26	Wrath Shard	Tremor Gauntlet
27	Health	Tremor Gauntlet

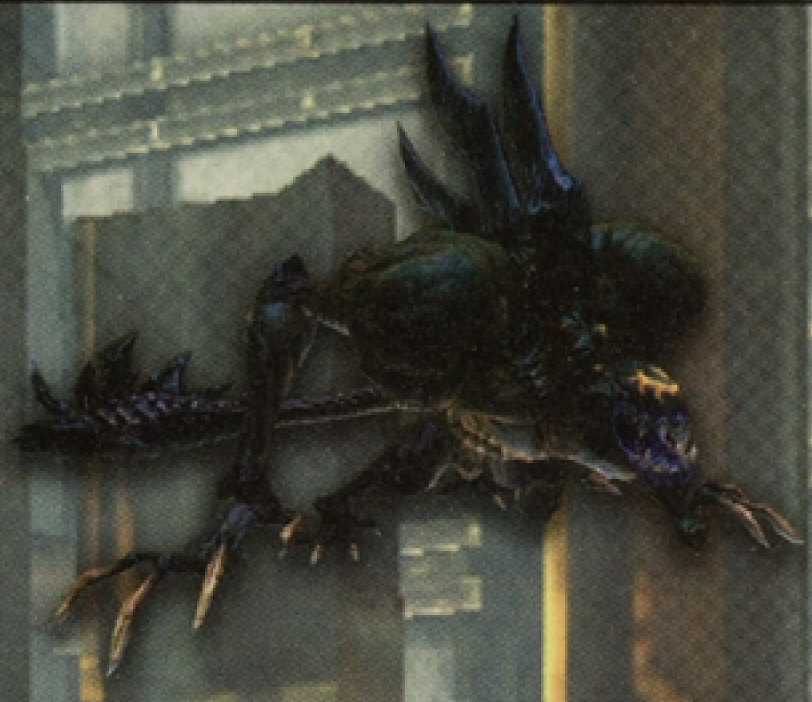
LOCUST



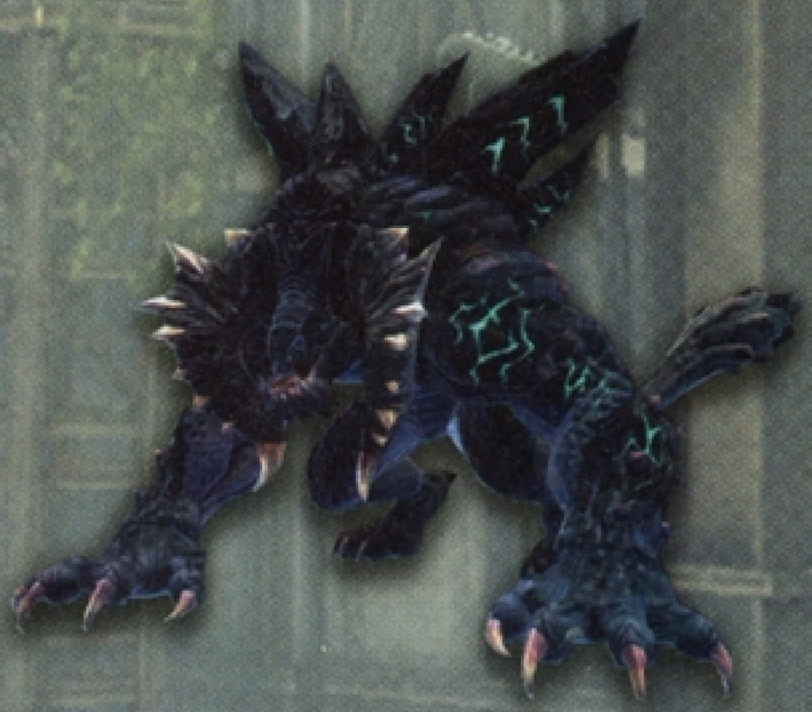
DEEP LURKER



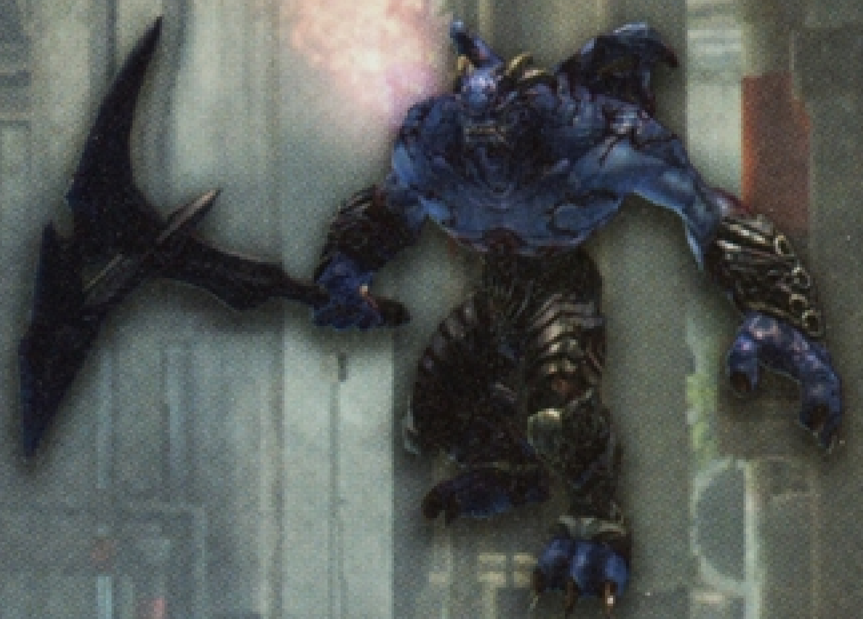
GORECLAW



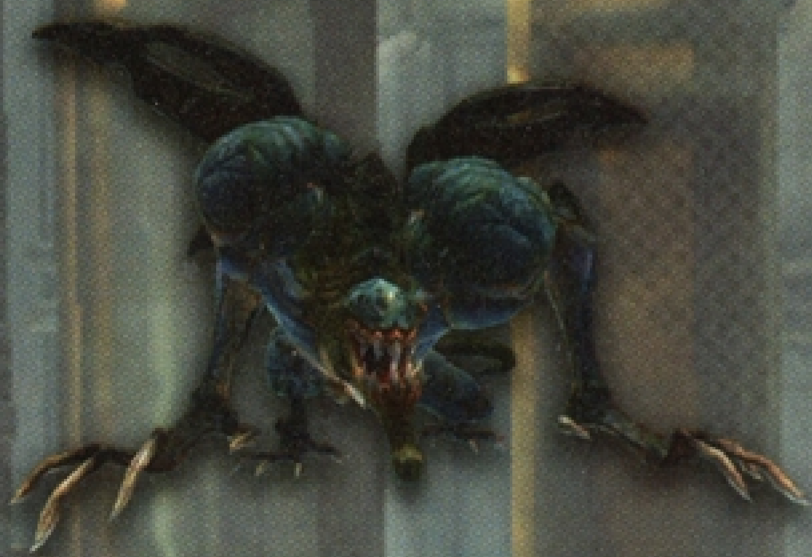
GRAPPLECLAW



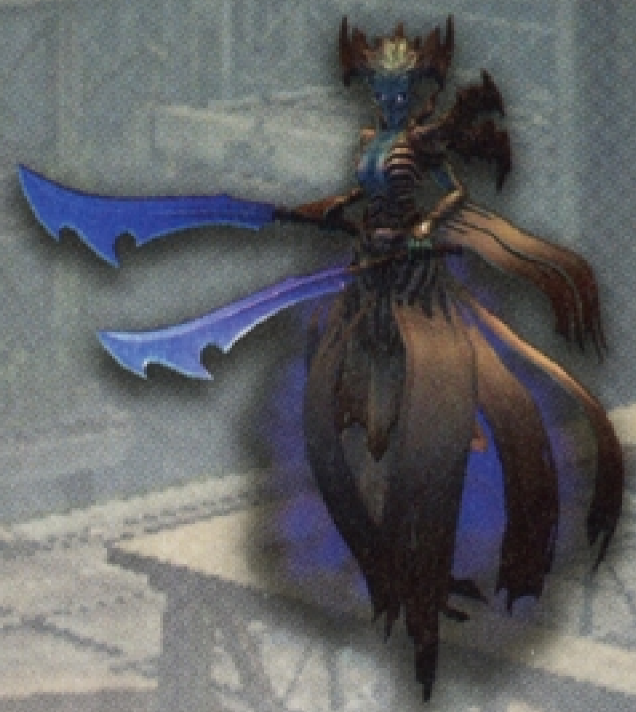
PHANTOM GUARD SOLDIER



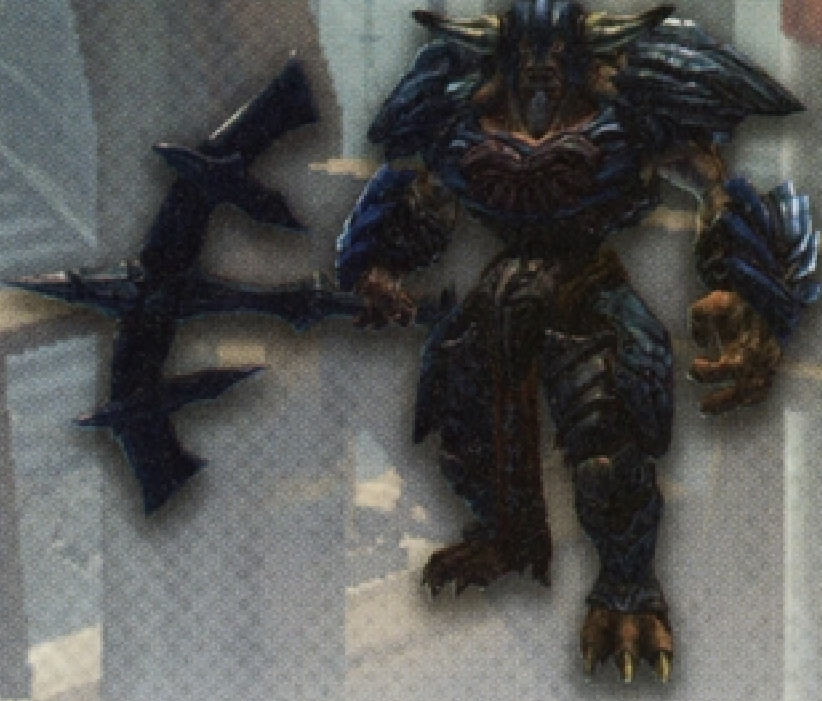
FLAMECALLER



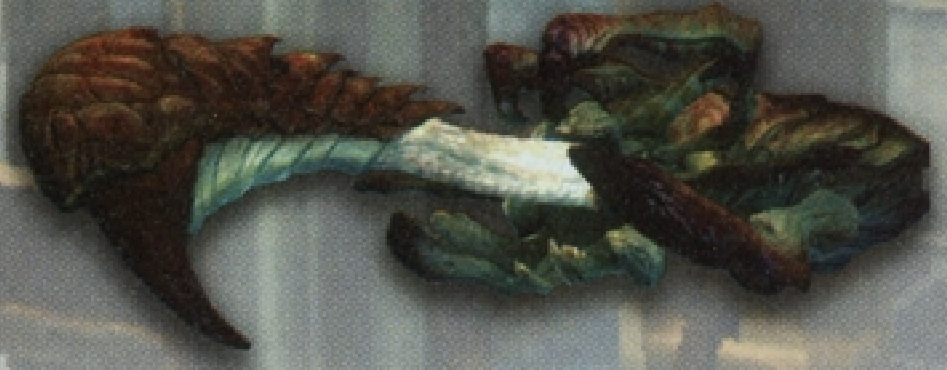
WRAITH SCOUT



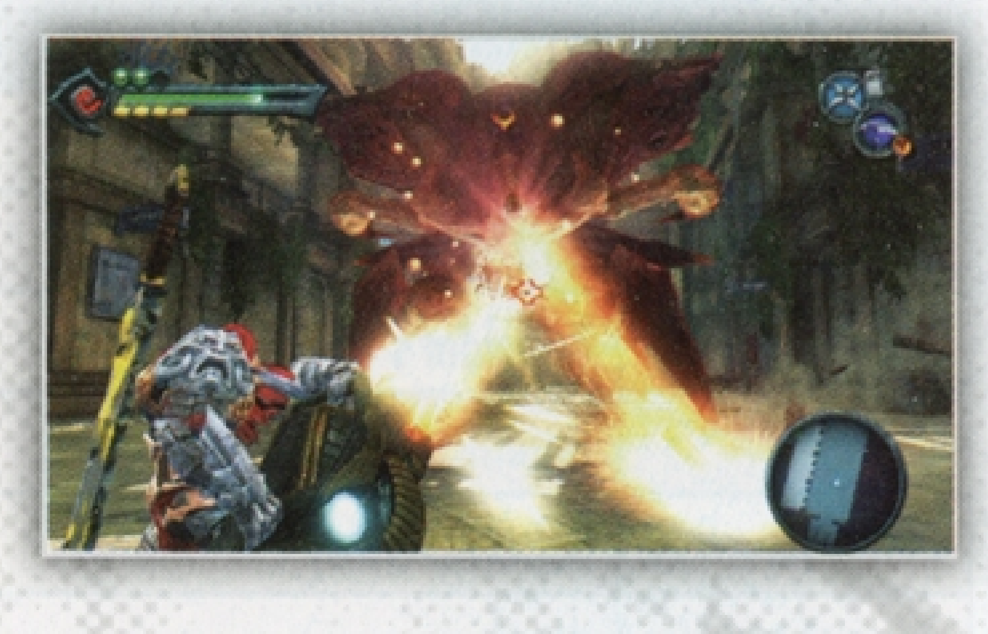
PHANTOM CAPTAIN



TORTURE COIL

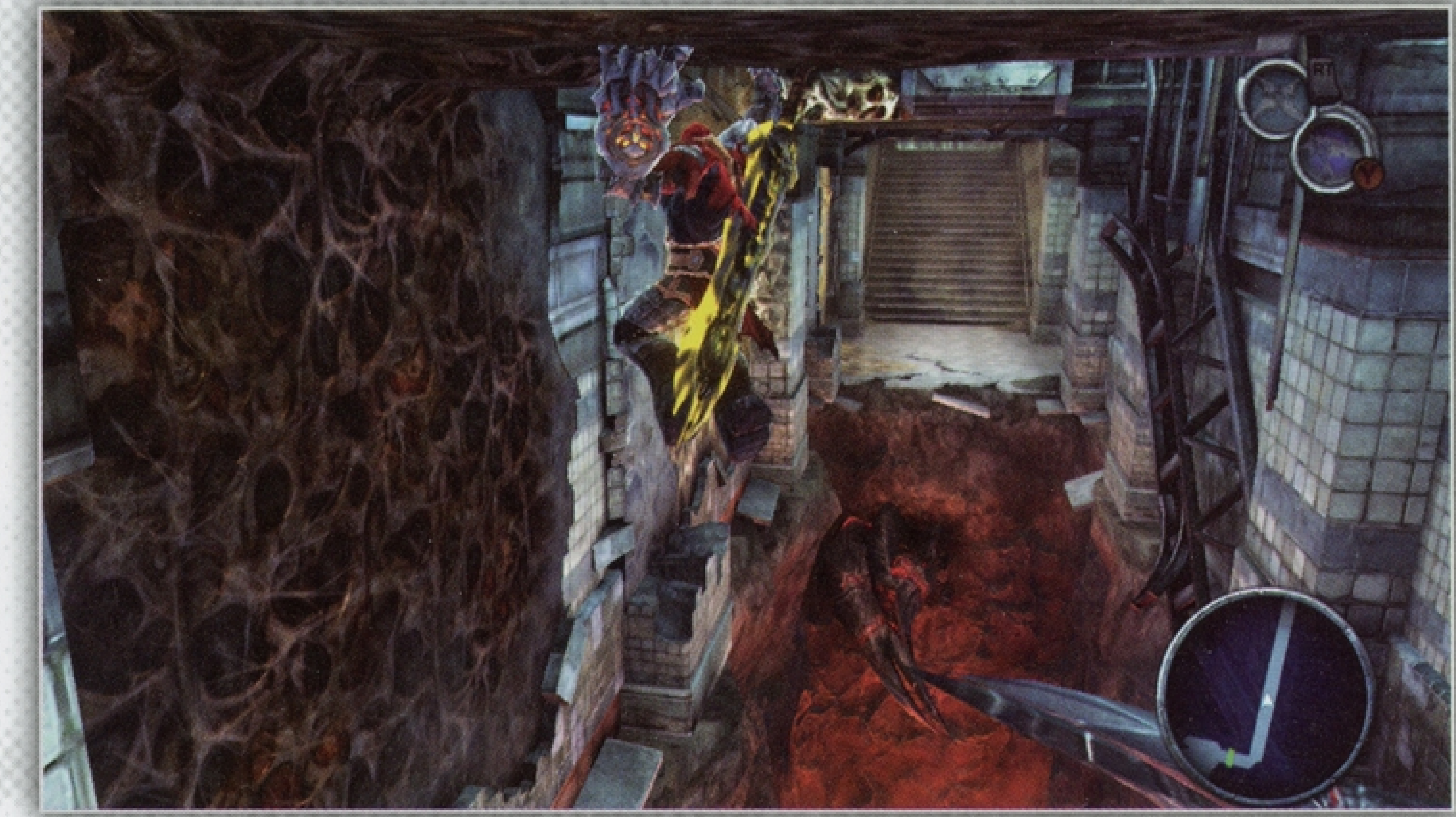


Destroy the Griever



Immediately upon your arrival in The Hollows, you get a good look at what you have to face. Grab the Redemption lying on the ground and prepare to open fire! The Griever leaps down from the ceiling and attacks with a powerful energy beam. Strafe left to right, firing at the large crystalline mass on the Griever's underbelly. You can't completely avoid her energy beam, but you should be able to stay one step ahead of it long enough to fend her off. Just keep strafing and firing the Redemption, and she soon gets the message and leaves. You aren't strong enough to take her heart just yet, but you will be when the time comes.

Gather the Souls from within the Caskets on the left balcony and behind the large clock tower onto which the Griever climbed. Leave the Redemption behind, and proceed through door on the station's right side. Grab the Health from the casket. Then climb the Demonic Growth in the lengthy hallway beyond the door to cross the pit. Leap across the gap on the left to continue scaling the Demonic Growth. Climb the stairs at the far end.

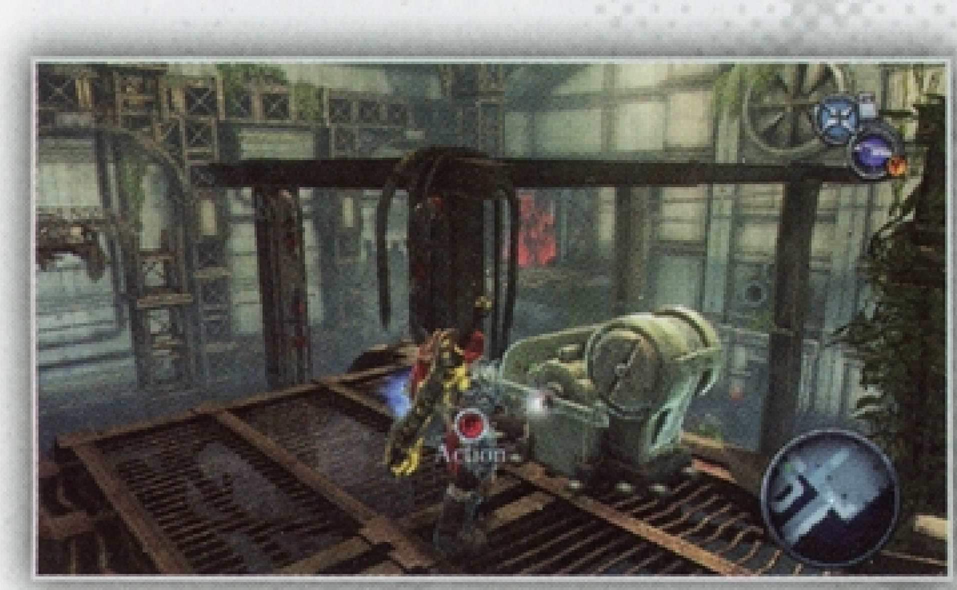


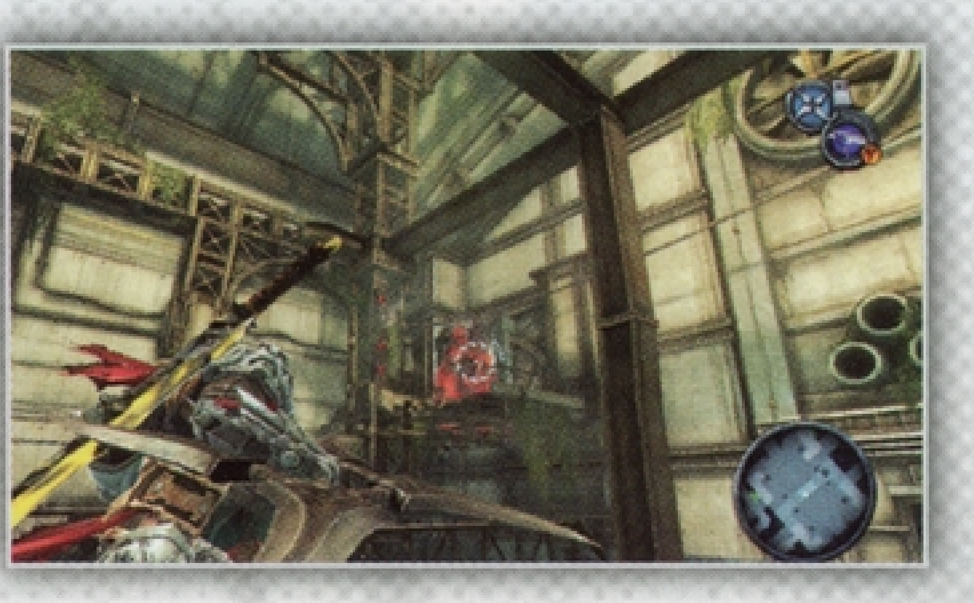
GAS PIPES AND LOCUSTS

You have no way to break the large, blue crystals at the end of the hall (yet), so kick open the door on the left and proceed inside. Use the Crossblade to eliminate some of the Locust that appear. Then dive into the water at the bottom of the room. Swim into the tunnel on the right and climb out of the water via the Demonic Growth. Ascend to the platform high above. Turn the crank on the machinery to ignite the nearby broken gas pipe. Use the Crossblade to light the gas from the left-hand pipe. Then leap down to the dormant sticky bomb in the room's center. Throw one of the bombs at the red crystals blocking the door in the corner. Now aim the Crossblade at the flaming gas pipe to the left, then ignite the one near the large, red crystals.

Snap 'Em in Two!

Like the Duskwings that you encountered previously, you can instantly kill the lowly Locust with a quick tap of the Action button. Doing so makes War grab a nearby bug and rip it in half. This is a great way to regain lost Health, as a number of green Souls pour out of every Locust War kills in this manner.





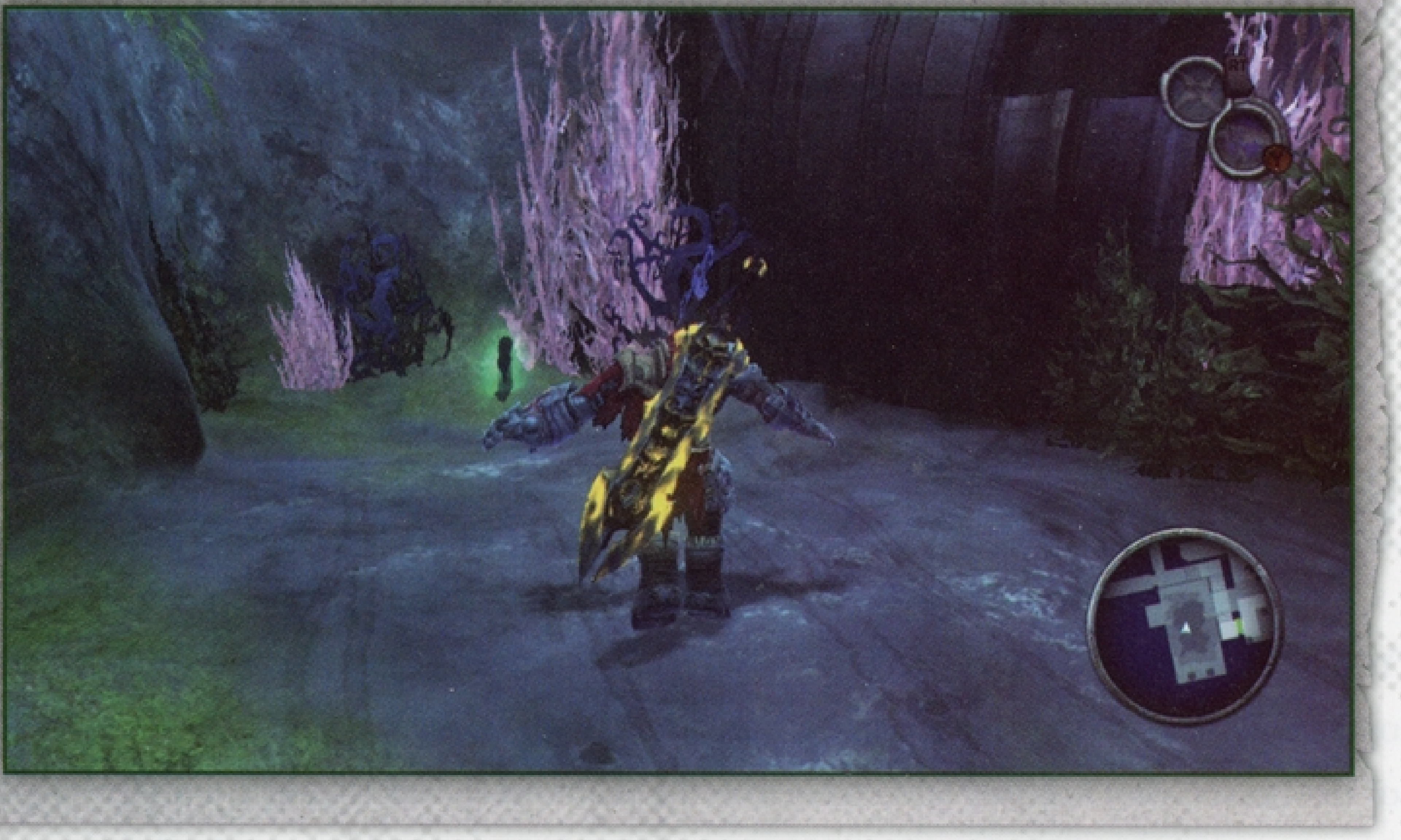
Swim back through the tunnel to the Demonic Growth, and climb back to the upper walkway. Use the cable on the right side to shimmy across to the far corner. Then zip-line down to the platform near the red crystals. Stand back and use the Crossblade to detonate the sticky bomb you threw earlier.

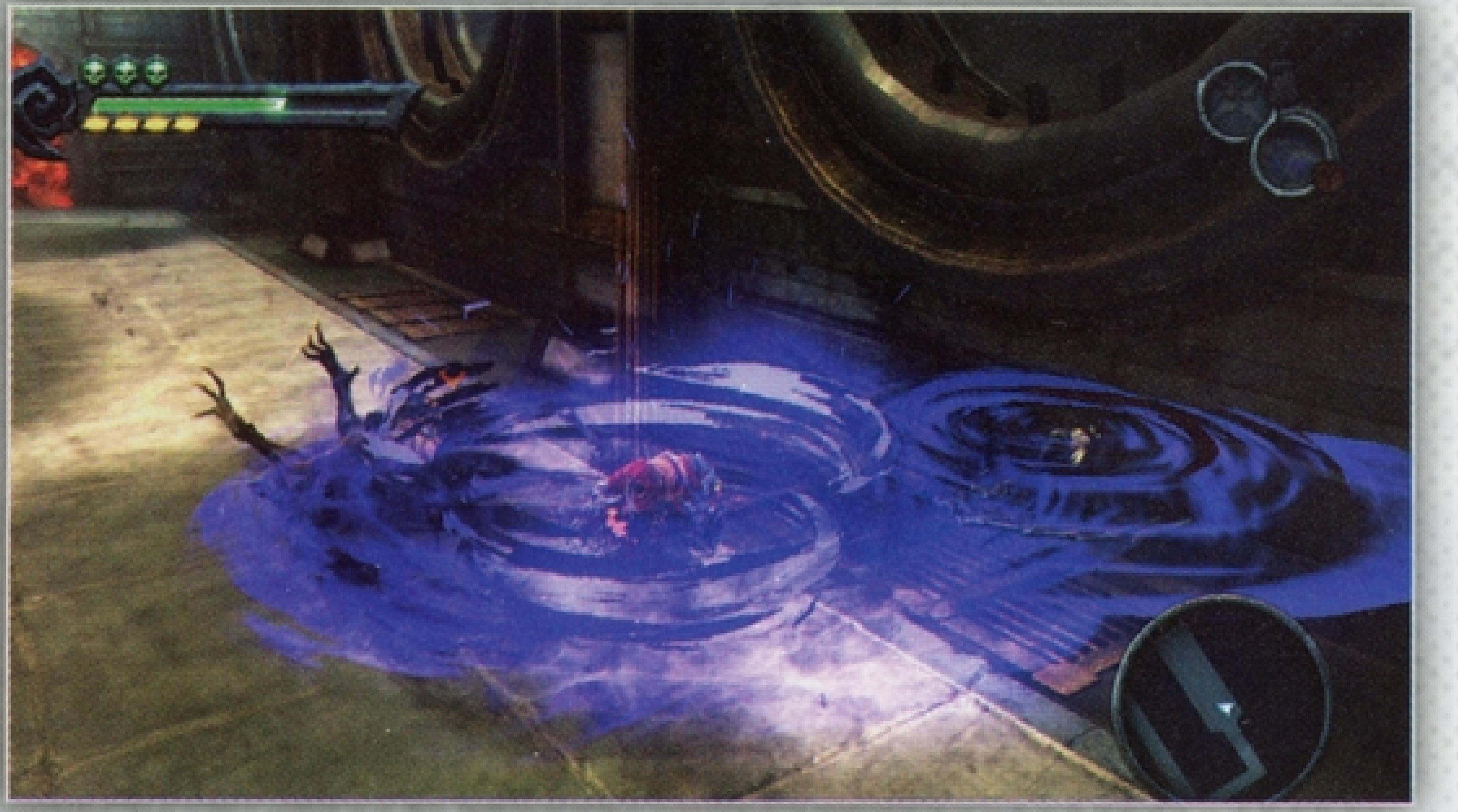
Move through the corridor to the next room, where you see a Goreclaw fleeing the scene. Drop off the ledge on the left to get the Souls from the casket before you leave.

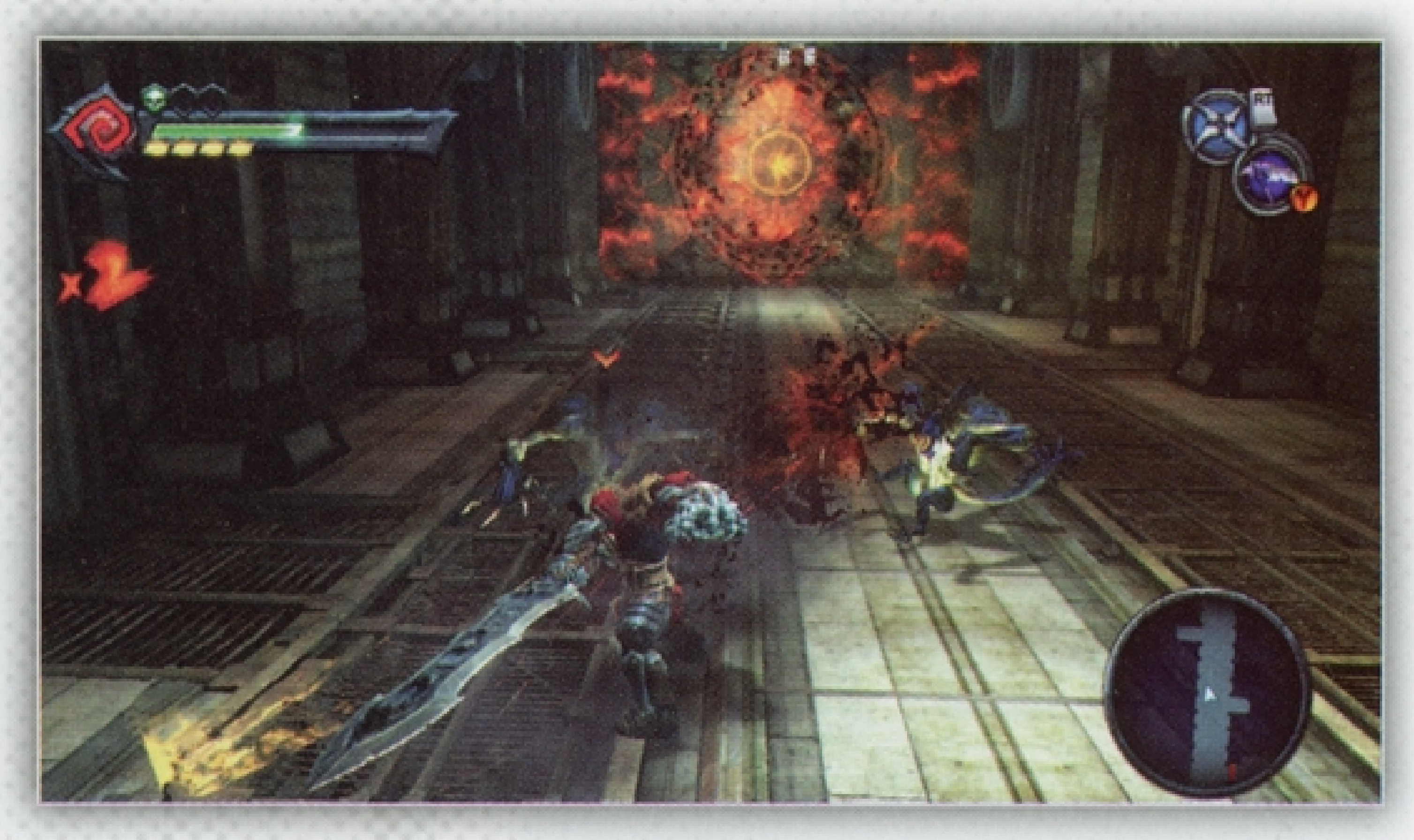
Chase the Goreclaw into the next room. Be ready to dodge its spinning Barrelblades attack, a maneuver not unlike War's own Flipsaw attack. Knock the Goreclaw back with the Scythe. Then pounce on the confused foe and finish it off with the Chaoseater. Several more Goreclaws attack after the first one, and even more lurk in the next room. Use the Scythe and Blade Geyser to create some space between you and them, and then use the Harpoon Tackle to kill them. Don't hesitate to trigger War's Chaos Form if the Goreclaws prove too troublesome.

ARTIFACT: SOLDIER

In the room beyond the red crystal barrier, dive into the water near the casket. Swim to the bottom of the pit to find this **Artifact**. Swim to the surface and exit the water on the yellow- and black-striped ledges.







Collect the **Abyssal Armor Piece** from the casket on the right, and top off your Health from the casket across the hallway. Proceed west down the hallway and around the corner to the water-filled pit. Swim to the subway tunnel's end and climb out into the room with the Beholder's Door.

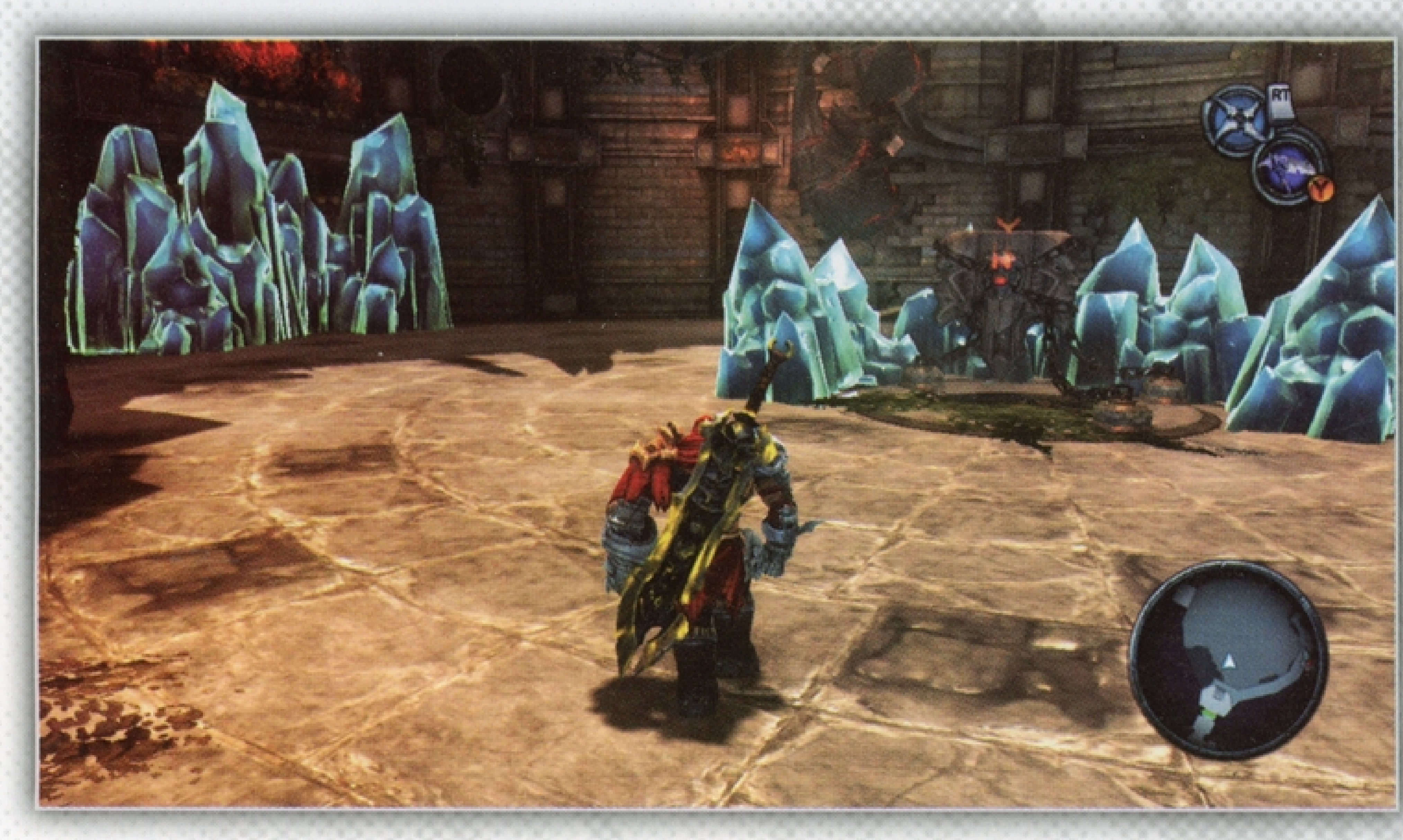
Drop into the water to the right of where you just emerged, and swim a few strokes ahead to the gap in the metal grate. The incredible current around the corner prevents you from continuing at this depth—you must dive deeper under the metal grates and locate the room that holds the fan's controls. Slay the Deep Lurkers that appear, and turn right at the first fork to find a casket that contains the **Reaper** weapon enhancement. Dive back into the water and swim around the corner to the right. You find a room with two Caskets, along with the controls for the fan that generates the terrible current in the other corridor. Swim back the way you came, ascend to the middle depth, and follow this corridor to the casket with the **Beholder's Key**.

TREMOR ARENA

Drop into the large, arena-like room, and slash at the chained plinth in the center to obtain the **Tremor Gauntlet**. You'd better hope this newfound weapon fits, because a Grappleclaw, several Phantom Guard Soldiers, and Goreclaws are on their way!

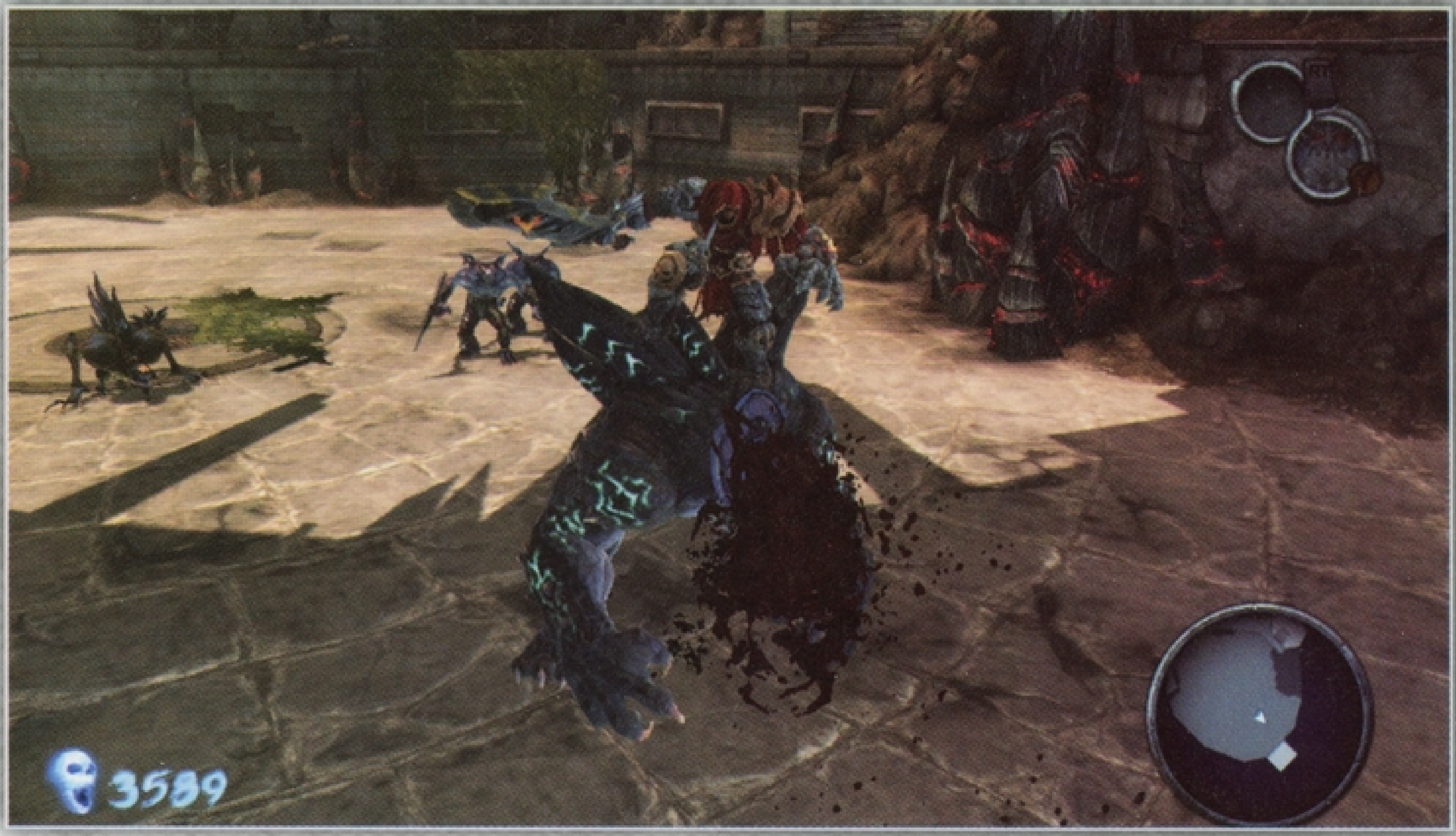
New Gear! Tremor Gauntlet

This powerful glove allows War to smash the large, blue crystals that block so many passageways and conceal numerous Caskets. Tap the Secondary Attack button to throw a quick punch or hold the Secondary Attack button to charge the gauntlet and unleash a powerful shockwave blast.



TREMOR BRINGER

The Tremor Gauntlet is in a large, arena-like room in the southwestern corner of The Hollows. Navigate the flooded corridors to find the Beholder's Key, and unlock the door to this large room containing the Tremor Gauntlet.

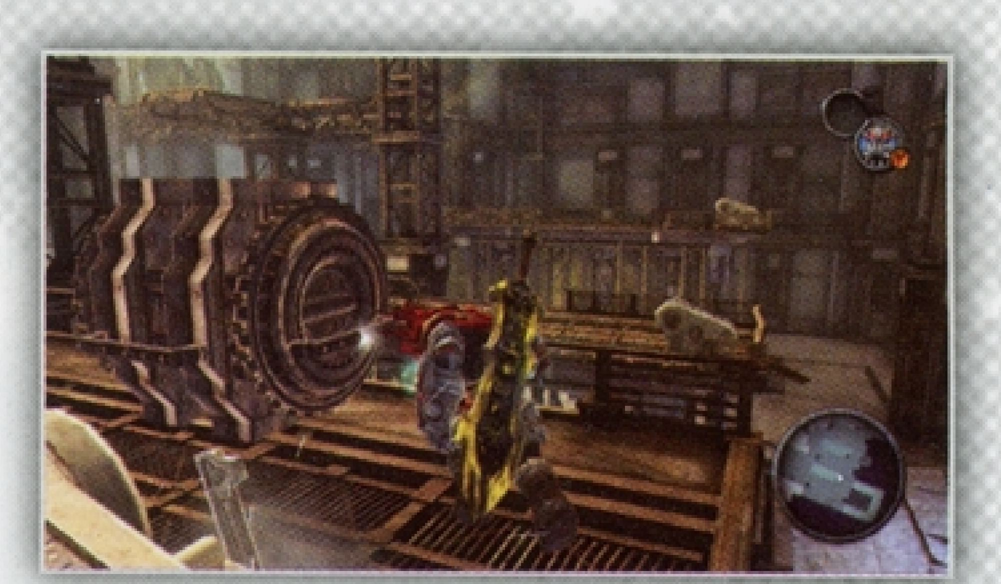


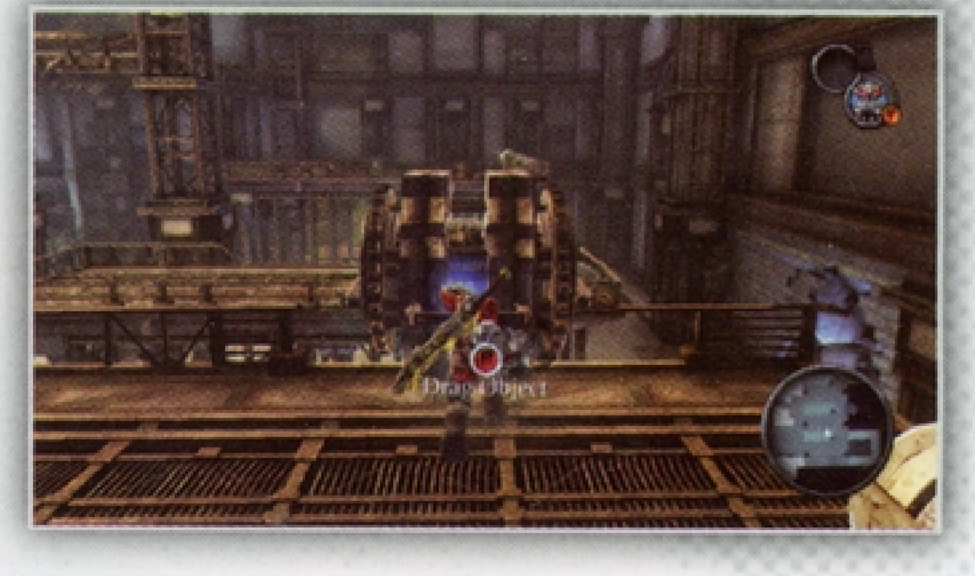
Punch at the massive Grappleclaw with the Tremor Gauntlet to keep it on its heels. Dodge its heavy claw swipes and continue attacking with the Tremor Gauntlet until you're prompted to press the Action button. Doing so makes War leap onto the Grappleclaw's back, riding the wild beast and automatically slashing at it. Refrain from pressing any buttons. Instead, focus on steering the marauding Grappleclaw toward nearby enemies. War continues to slash at the beast, driving it crazy with rage—use the beast's strength to kill the other enemies. Additional Grappleclaws enter the fray after this initial one is beheaded. Activate Chaos Form and cut them down before they surround you. If you're unable to trigger Chaos Form, activate Stoneskin and ride one Grappleclaw while attacking the other.

Unleash a charged Tremor Gauntlet punch near the large wall of blue crystals to access the ledge behind it. Climb up to obtain the **Beholder's Key** from the casket, and use it to exit through the door to the west. Swim through the following corridor to the room with the three platform lifts.

LIFT-SERVED ACCESS

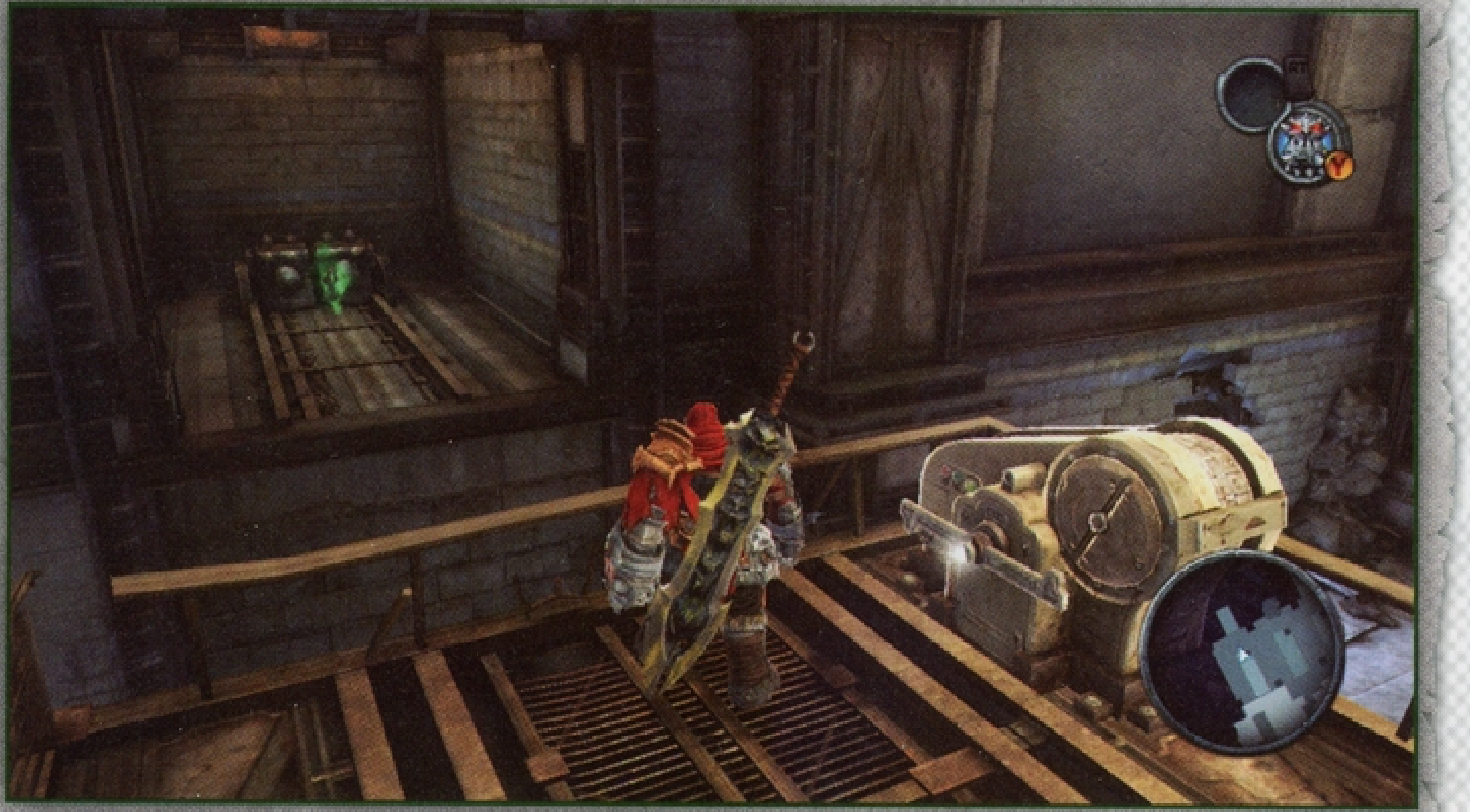
Collect the Health and Wrath from the Caskets on this room's bottom floor and circle around to the stairs in the southwest corner. Ascend to the upper tunnel, where the large, heavy piece of machinery is. Push it to the edge. Slide the block-like device off the edge and drag it onto the leftmost platform lift—this is the only lift that descends all the way to the floor (its default height). Use the lift controls to raise the platform, and slide the large block toward the gap in the railing. Stand behind it while you press the Action button to make War grab the block. Then press and hold the Secondary Attack button to unleash a powerful Shockwave Punch with the Tremor Gauntlet. Doing so knocks the metal block through the air and onto the middle lift.



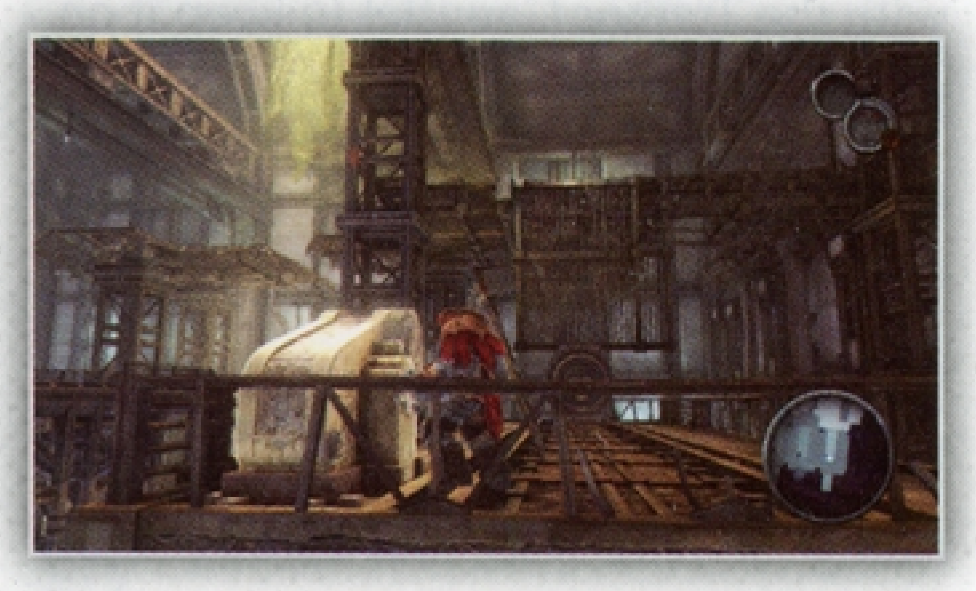


ARTIFACT: SOLDIER

This **Artifact** is in the alcove behind the third platform lift. Leap over to the lift and Shadowglide into the tunnel in the wall to retrieve it. After you make this jump, you will likely have to ride the first lift back up and leap from lift to lift to regain the third one.

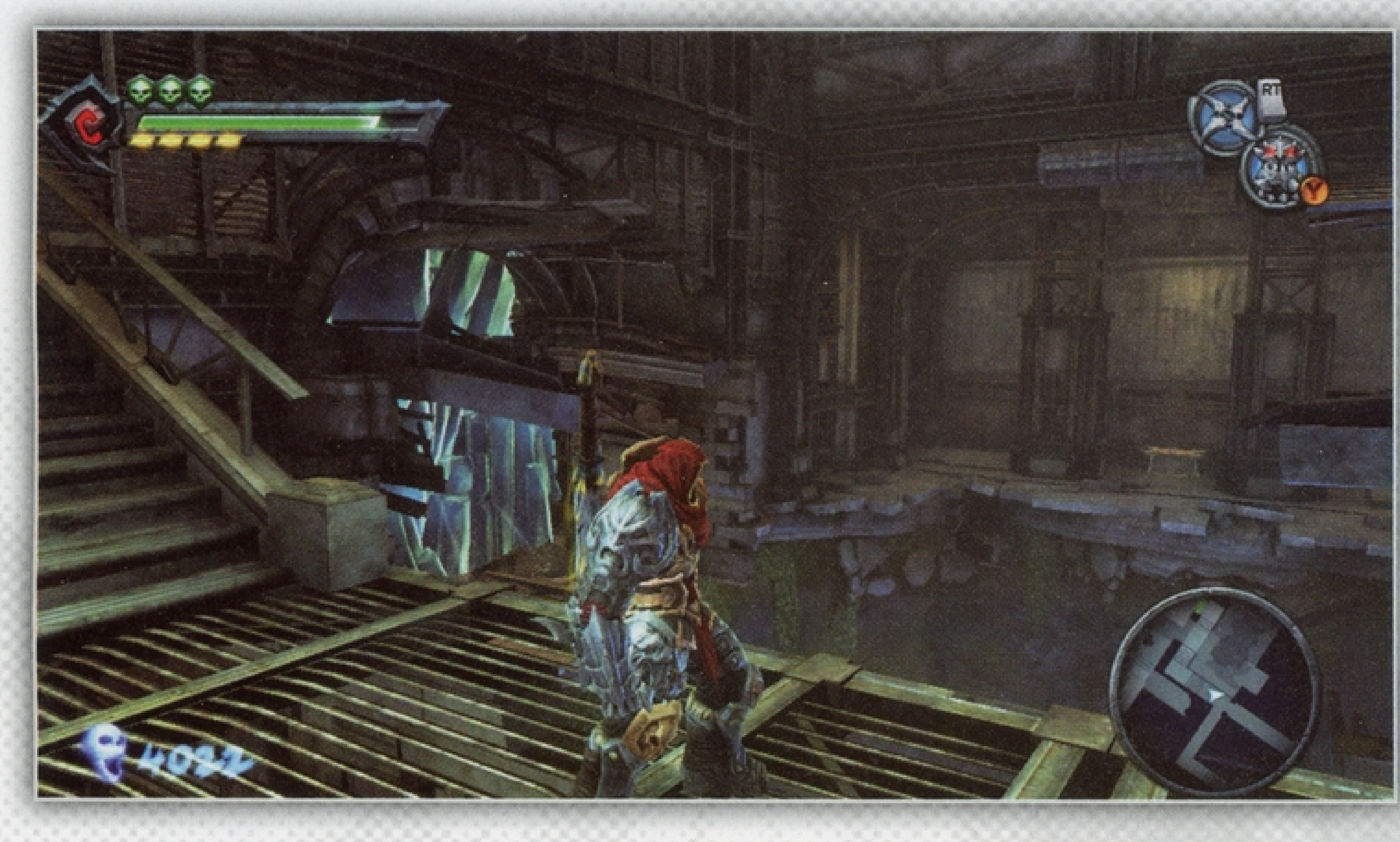


Raise the middle lift and slide the metal block to the railing's gap. Drag and punch it over to the third platform lift. Glide over to the third lift, raise it as high as it will go, and drag the metal block over to the wall. Leap from the block onto the upper platform and exit to the north. Use the Tremor Gauntlet to shatter the blue crystals blocking the path.



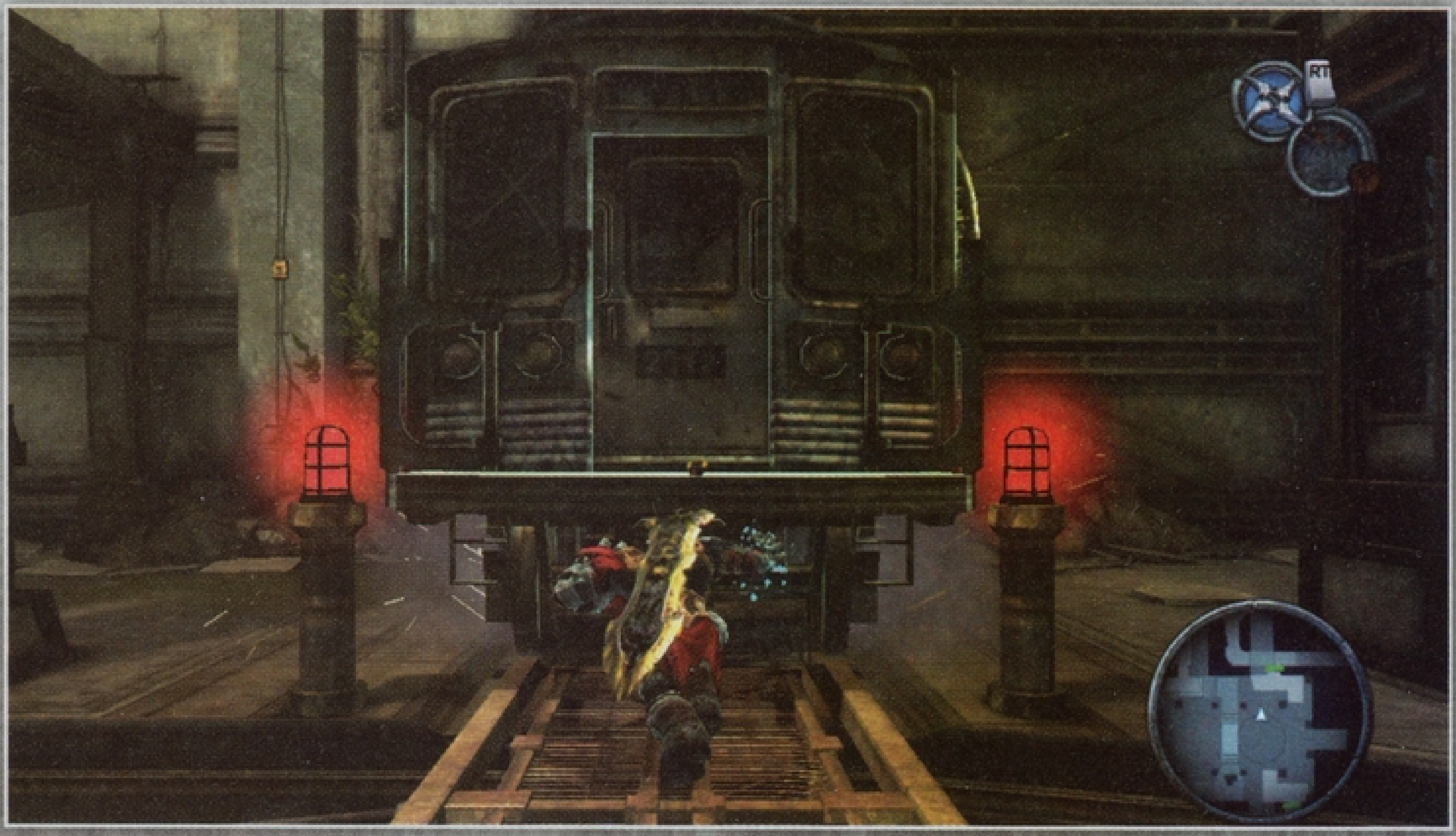
Proceed through the tunnels, past the Locust, and back to the large, arena-like room. This time, you enter high above the floor, on a section of railroad tracks with a gap in the middle. Use the overhead cable to shimmy to the other side, and enter the curved tunnel.

The Griever lurks above this section of the former subway tracks. It periodically slams its massive pinchers through the ceiling, trying to crush you as you proceed around the bend. Move slowly and be prepared to dash out of the mighty spider leg's way. Fight past the Goreclaws, and run in a swerving pattern from left to right and back again to avoid the Griever's sudden attacks. The Flamecallers in the distance can launch fiery projectiles—close the gap on them quickly and let them taste your blade!



Use the Tremor Gauntlet to smash the blue crystalline wall at the end of the corridor beyond the tracks. This brings you back to the room that contained the Artifact in the bottom of the water pit. Drop down onto the walkway to the right and break the blue crystals. This drains the neighboring room of water and gives you a chance to swim across to the casket that contains the **Map**.

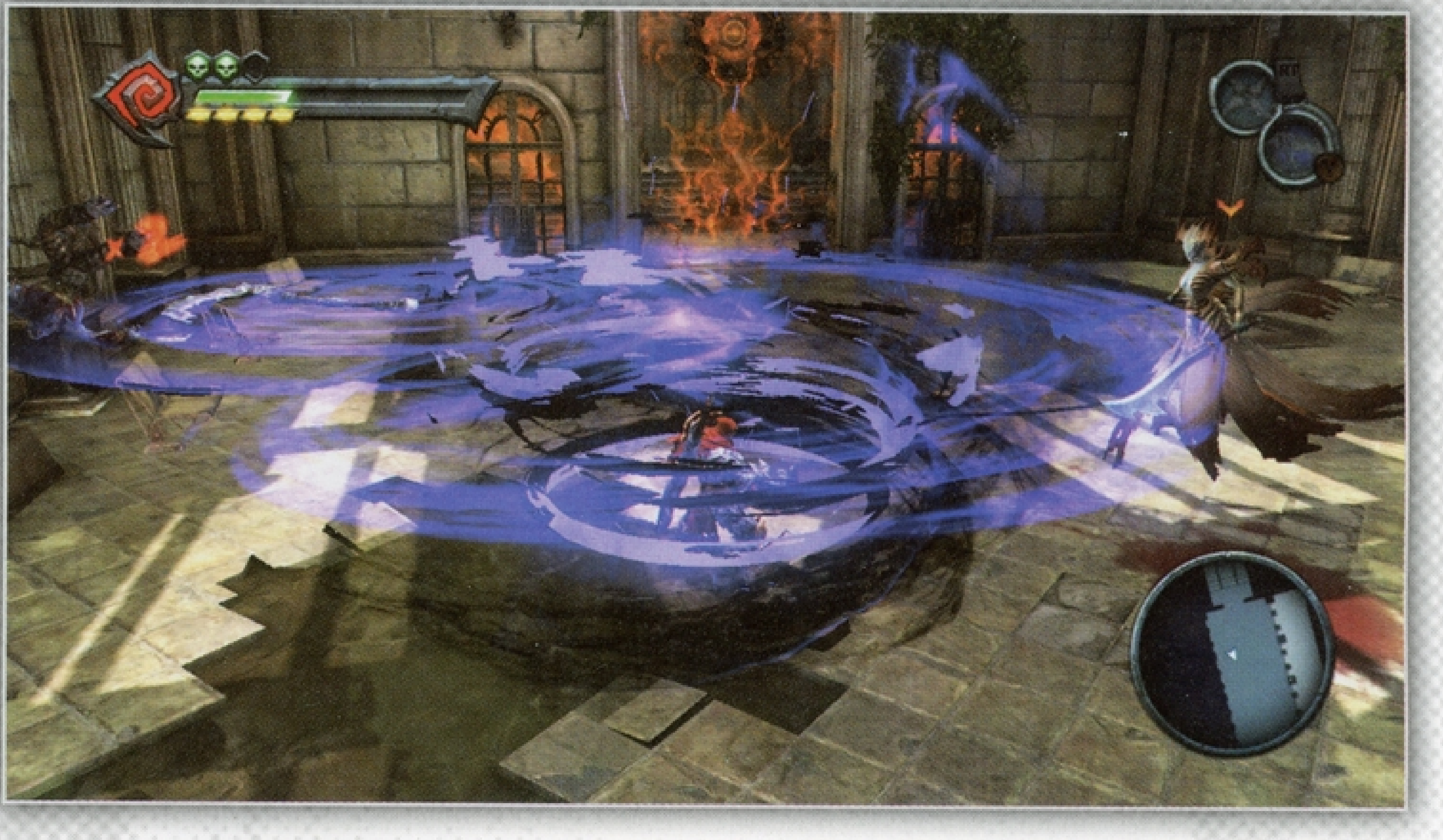
TRAINS AND TURNTABLES



You're back in the room with the gas pipes, and you need to return to the main station where you first entered from Anvil's Ford. But you can't reach the Demonic Growth on the wall to climb out. You need something taller from which to jump. Specifically, you have to move the subway car into position beneath the Demonic Growth so you can climb out.

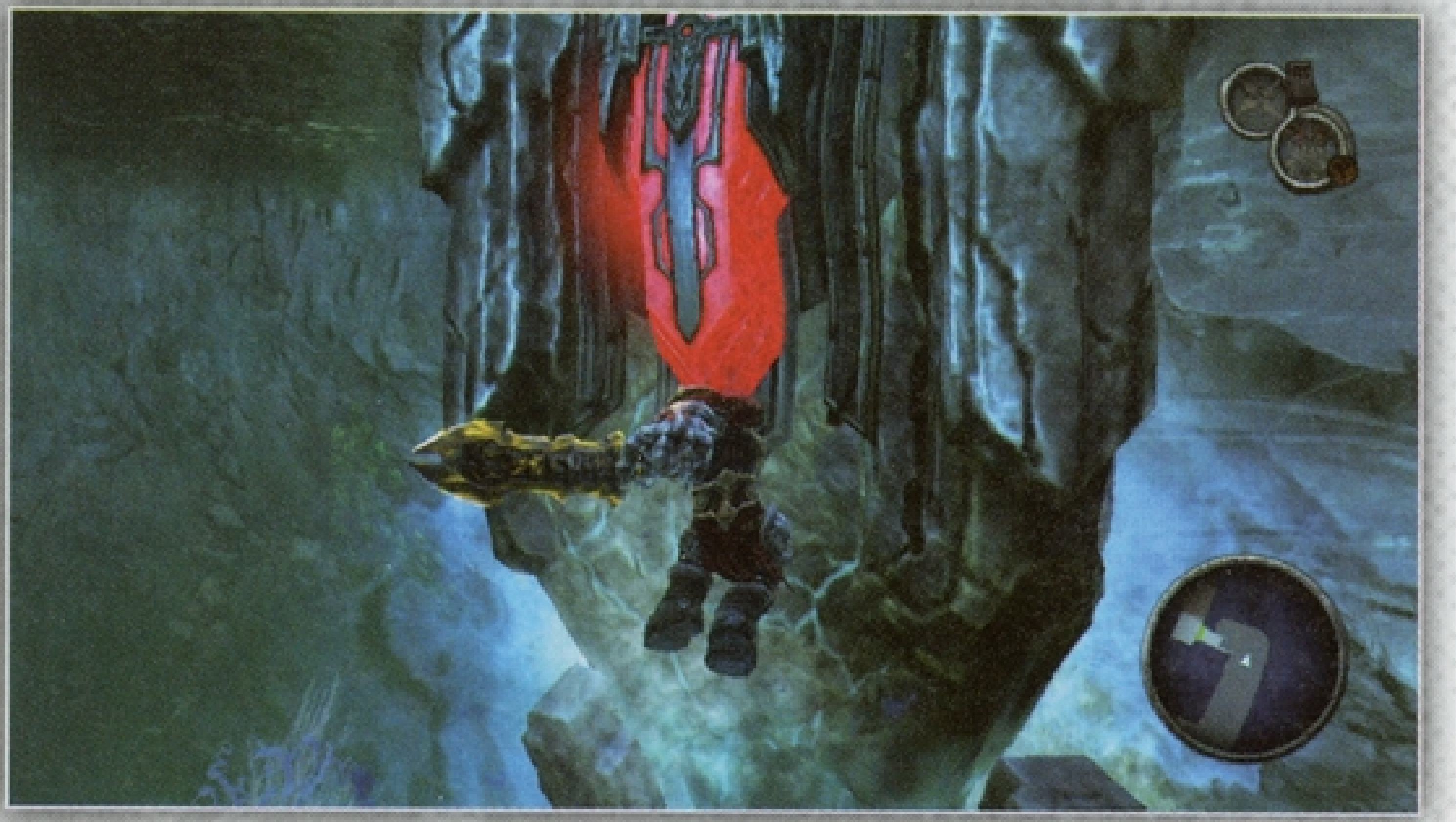
Ascend the stairs to the white control box. Use the flatbed train car to slide the turntable over to the other side. Leap down and push the flatbed car into the empty tunnel to get it out of the way. Now, pull the subway car out onto the turntable and return to the control panel. Turn the crank to slide the turntable back into its initial position. Then leap down and push the subway car under the Demonic Growth.

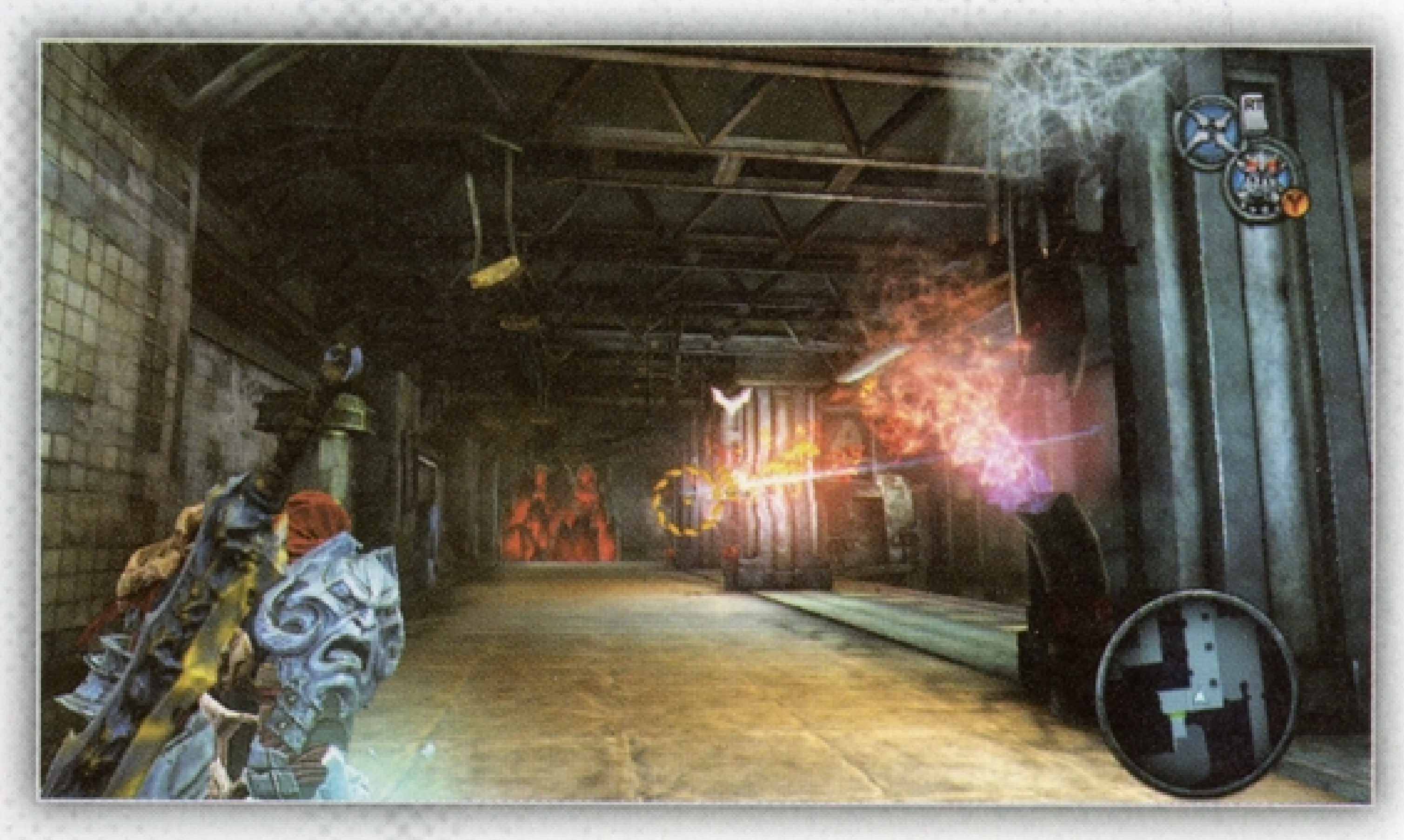
Break the blue crystals in the hallway at the top, and then return to the main subway station where you first encountered the Griever. This time, the Wraith Scout waits for him. Her double-bladed attack can wreak havoc if she gets in close. Hit her with the Scythe's Reaper Blade attack to knock her out of the air. Then leap on her with the Flipsaw attack. Goreclaws and Phantom Guard Soldiers soon join the fray. Continue using the Scythe to beat them back, and then trigger Chaos Form to finish them off.



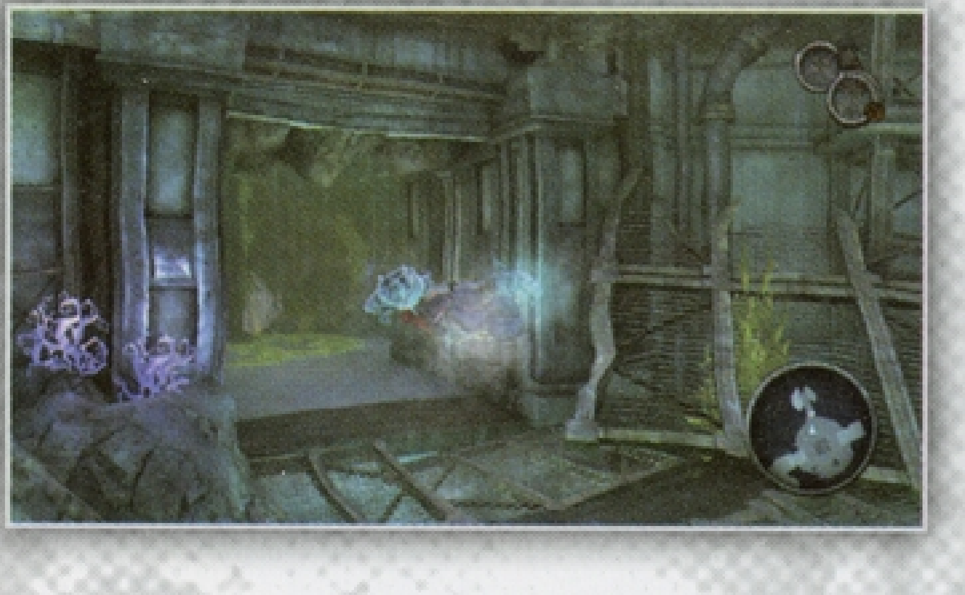
Climb the stairs on the left and break through the blue crystals with the Tremor Gauntlet to access the eastern half of The Hollows. Dive into the water and swim over to the further of the two large blocks with the Crystal Blade on it. Slash the Crystal Blade to turn it red. Then quickly surface and double-jump onto the block. The stone block starts to sink back into the water immediately after it reaches its apex—to proceed, double-jump and glide to the steps on the left.

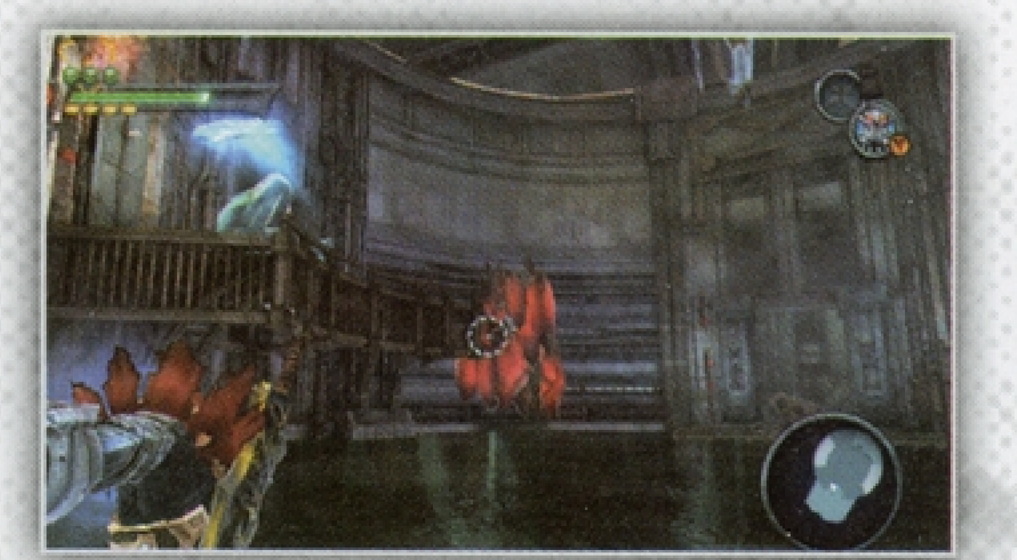
Use the Crossblade to light each of the ruptured gas pipes in the train station ahead. Locate the **Lifestone Shard** in the casket behind the train cars on the right. Follow the subway tracks to the south to find a dormant firebomb. Carry it back to the red crystals that block the door on the platform. Detonate the firebomb and ascend the stairs to the pump room.





PIERCING THE PUMP ROOM

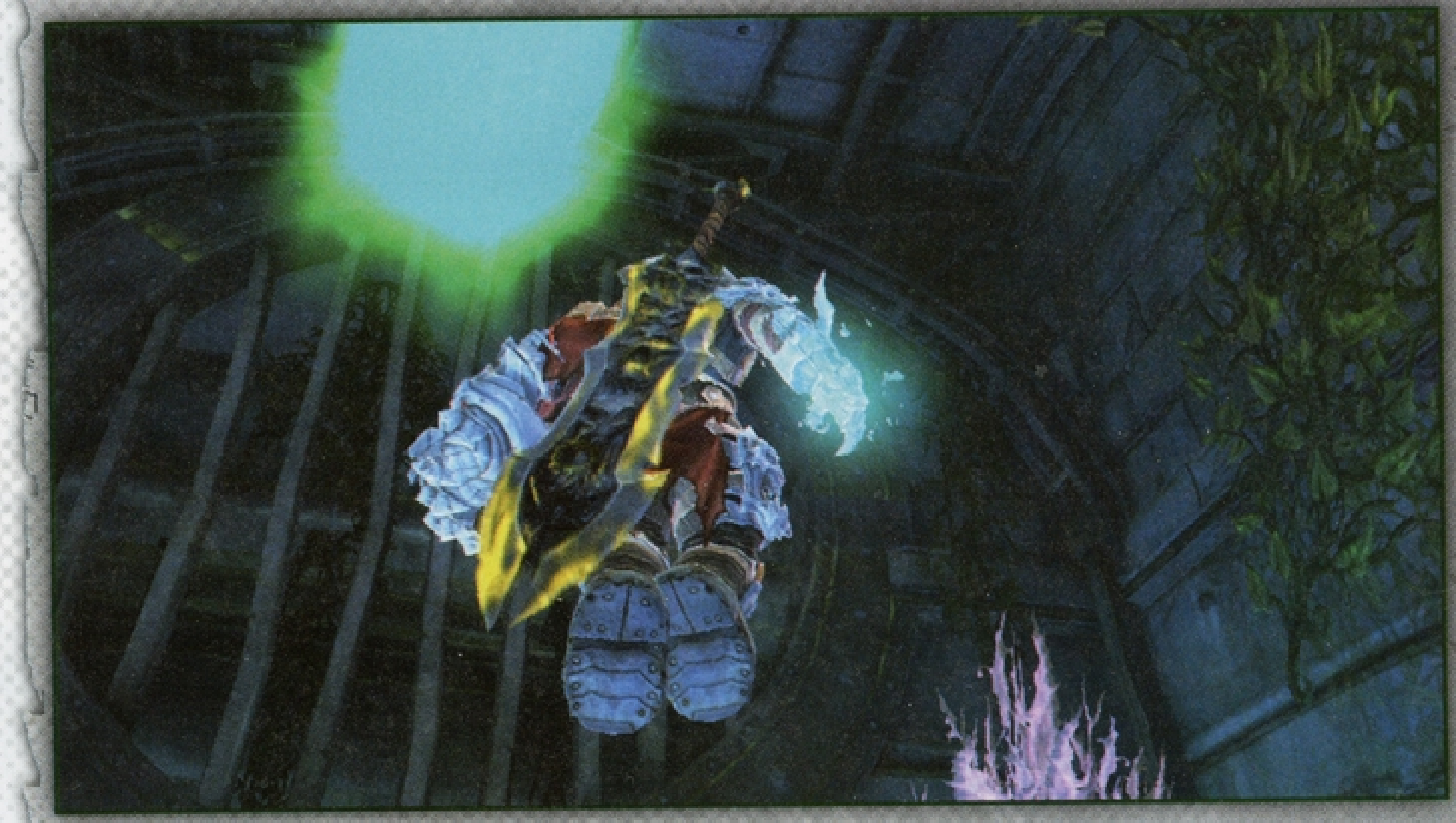




Kill the Locusts and continue north, past the pumps and around the corner, to a large, water-filled room in the northeast corner. Dive into the water and swim into the alcove to the north. Climb out and use the Shadow Current and black and yellow ledges to ascend to the control box on the upper ledge. This crank controls the gears that currently seal off the water from the room below, but the blue crystals are jamming the works. Use the Tremor Gauntlet to smash the crystals blocking the gear to the left. Then shatter the crystals opposite, near the casket, to find a dormant firebomb.

ARTIFACT: CHAMPION

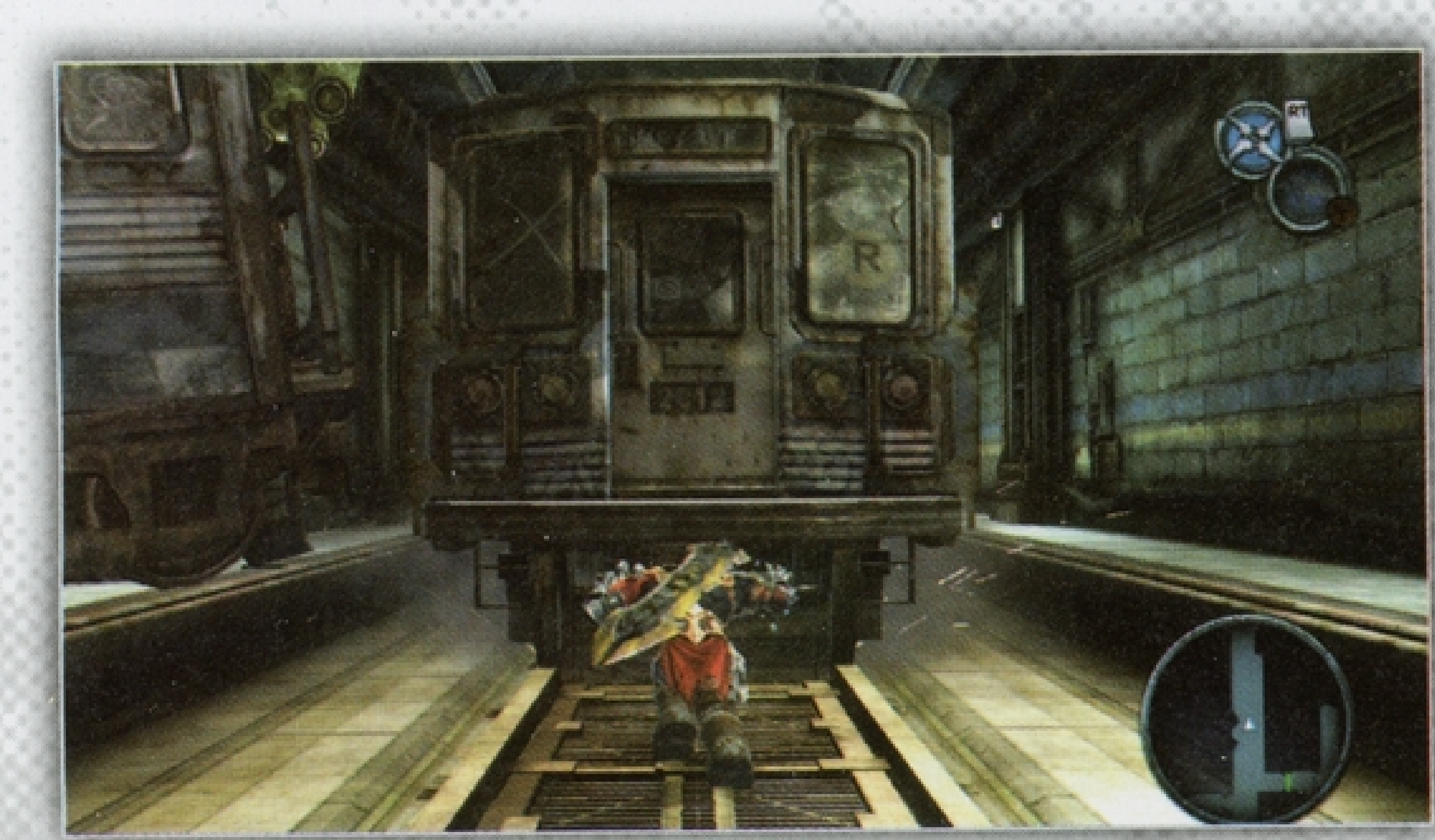
Return to the pump room after you drop the rock spire and flood the lower chambers. Swim toward the chamber with the Demonic Growth in it, and look for the vertical shaft rising away from the floor. Swim upward into this chamber on the room's north side to find the **Artifact**. It's possible to spot this Artifact by jumping down into the pit before you flood the room, but you can't reach it until the area is flooded.



Use the Crossblade to light the leaking gas pipes, and throw a firebomb at the red crystals on the wall near the control mechanism. Detonate the crystals and swim back across. Climb the ledges to the other gear and break the blue crystals. The upper bulkhead doors open and the massive rock spire falls, puncturing this room's floor. Water floods the lower room, making it possible for you to swim across to the casket that holds the **Beholder's Key**.

Return to the train platform and follow the tracks southward to the Beholder Door on the left. A beast of unimaginable strength guards this next train tunnel. The Torture Coil blasts through the tunnel's walls, grabbing and crushing anything it contacts—even subway cars! You're helpless against the Torture Coil, so you must distract it. Move behind the subway car at the track's north end, and push it down the tracks so that the Torture Coil grabs it instead of you.

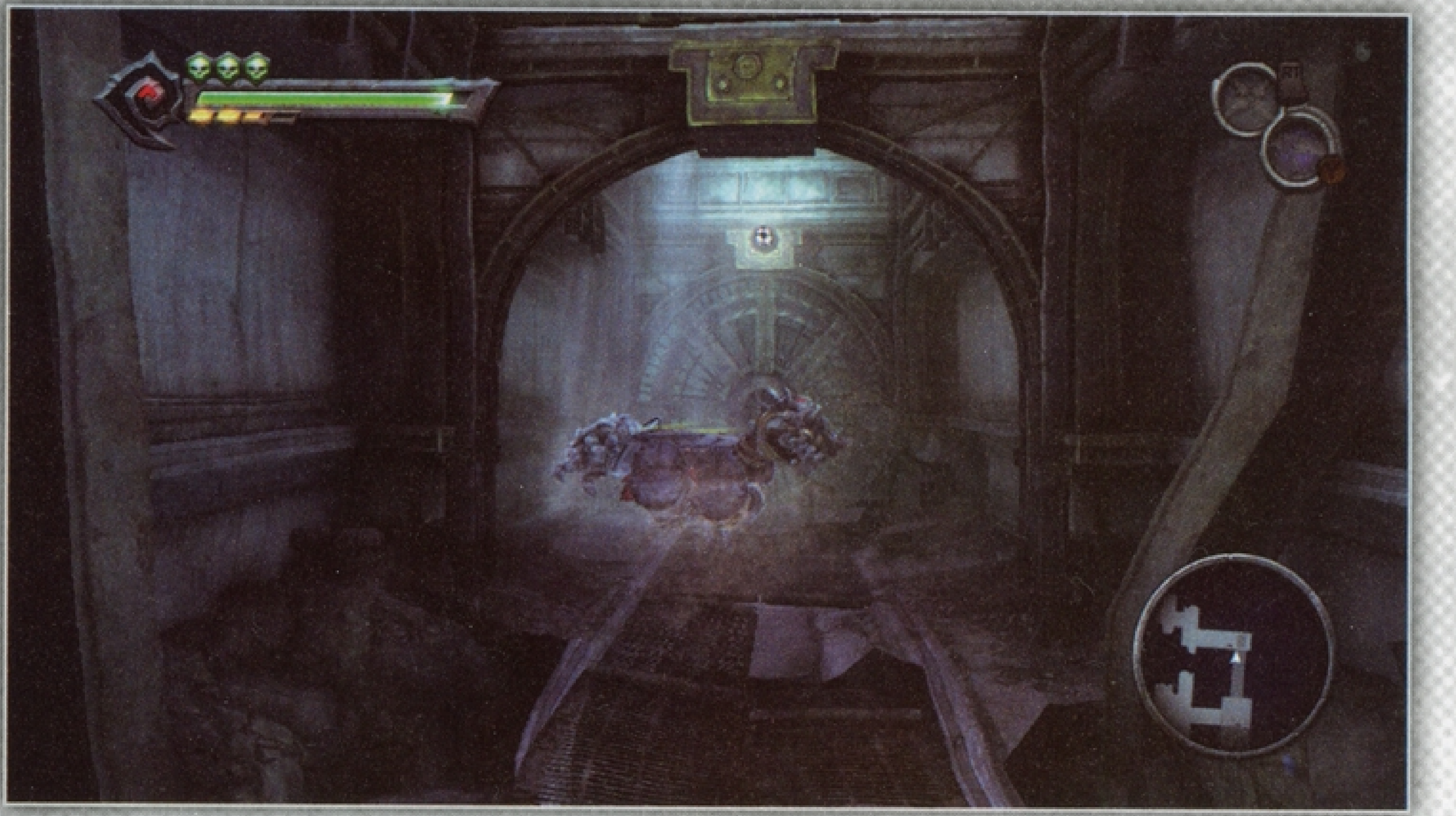
Continue to the puddle clearing in the distance and prepare for combat! Goreclaws, Phantom Captains, and Grappleclaws trap you in this area as barriers appear, preventing escape. Quickly toss a few cars at the Grappleclaws to soften them up. Then slash at the beasts to make them suitable for riding. Hop aboard a Grappleclaw and use its strength to kill as many of the other enemies as possible. Fill the Chaos Meter and activate your Chaos Form to complete the job.



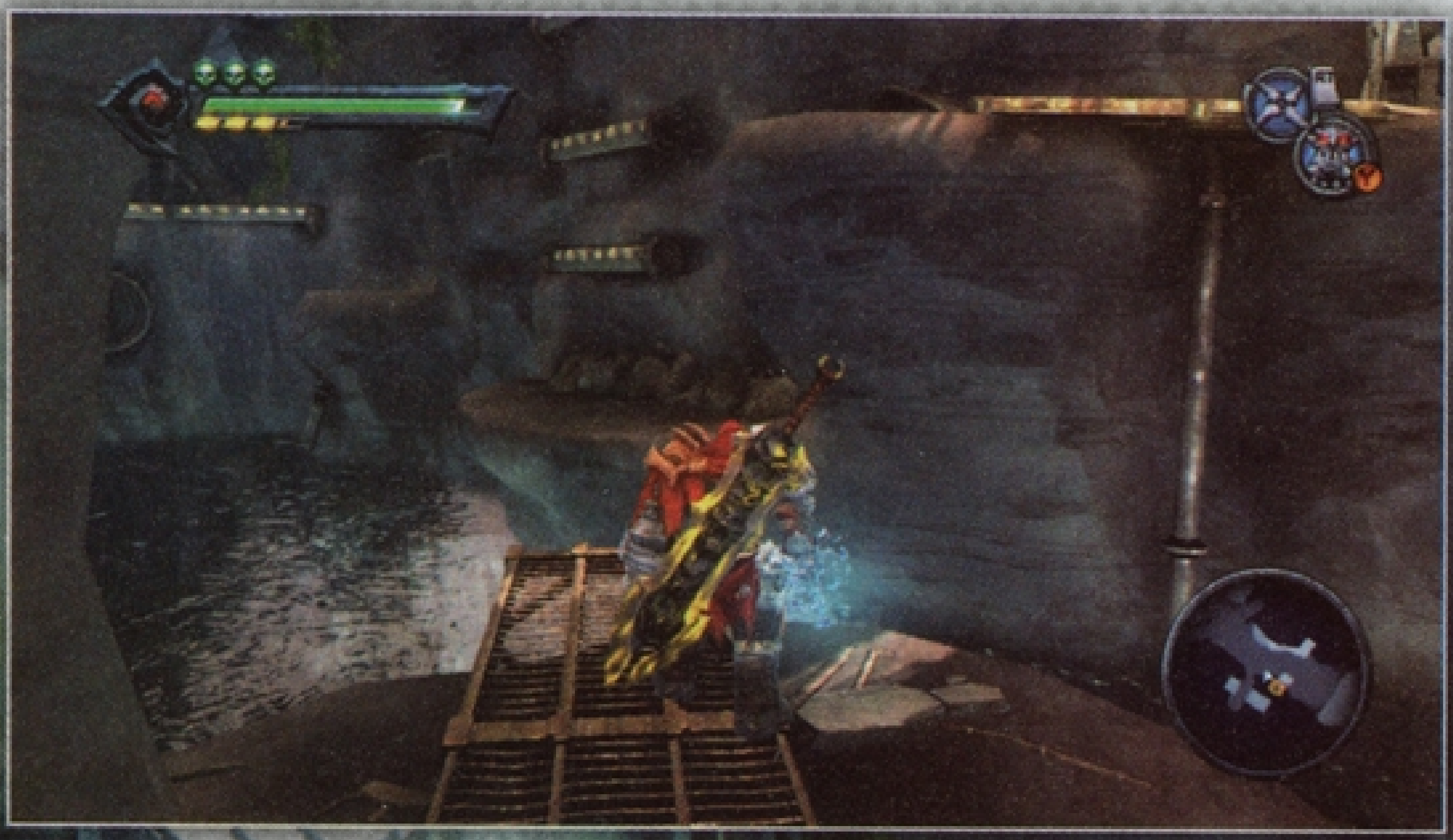
Find the Hoardseeker

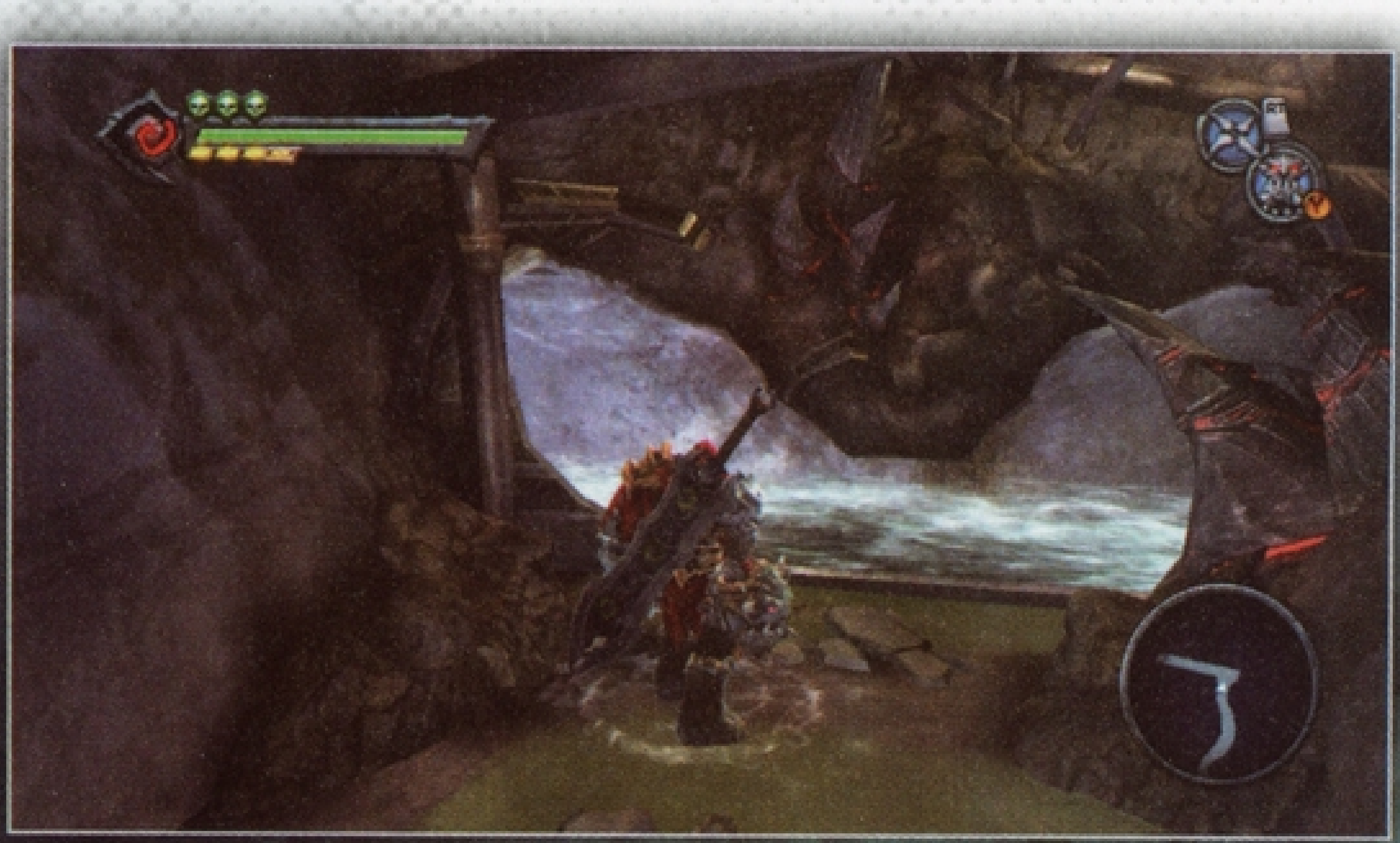
Journey north from the waterlogged battle zone and explore the short cave system nearby. Look out for Goremaws hanging over the casket here as you collect the Souls and **Hoardseeker** trinket. Once you find the Hoardseeker, scan the in-game map to ensure you don't overlook any Caskets or Artifacts. You can collect every piece of treasure in The Hollows during your initial visit.

Numerous Wraith Scouts, Phantom Guard Soldiers, and other nasty beasts populate the final series of tunnels leading south from the train station. Activate Stoneskin for a boost to your defensive ratings when you fight multiple enemies at once. Turn the crank on the control panel near the casket, and swim through the submerged tunnels to the canyon up ahead.



You can't reach the higher ledges in this canyon just yet, so drop to the canyon floor and use the Tremor Gauntlet to shatter the blue crystals sealing off the train tunnel. This floods the tunnel's lower level. Swim into the cave in the middle of the canyon, and leap up to the ledges above the water. Glide across to the series of yellow and black ledges on the rocks, and continue the ascent. Collect the **Wrath Shard** from the casket opposite the blue crystals. Then shatter the crystals to flood the area even more. Slay the Locusts that appear, and enter the tunnel at the top to float downstream to the Griever's den.

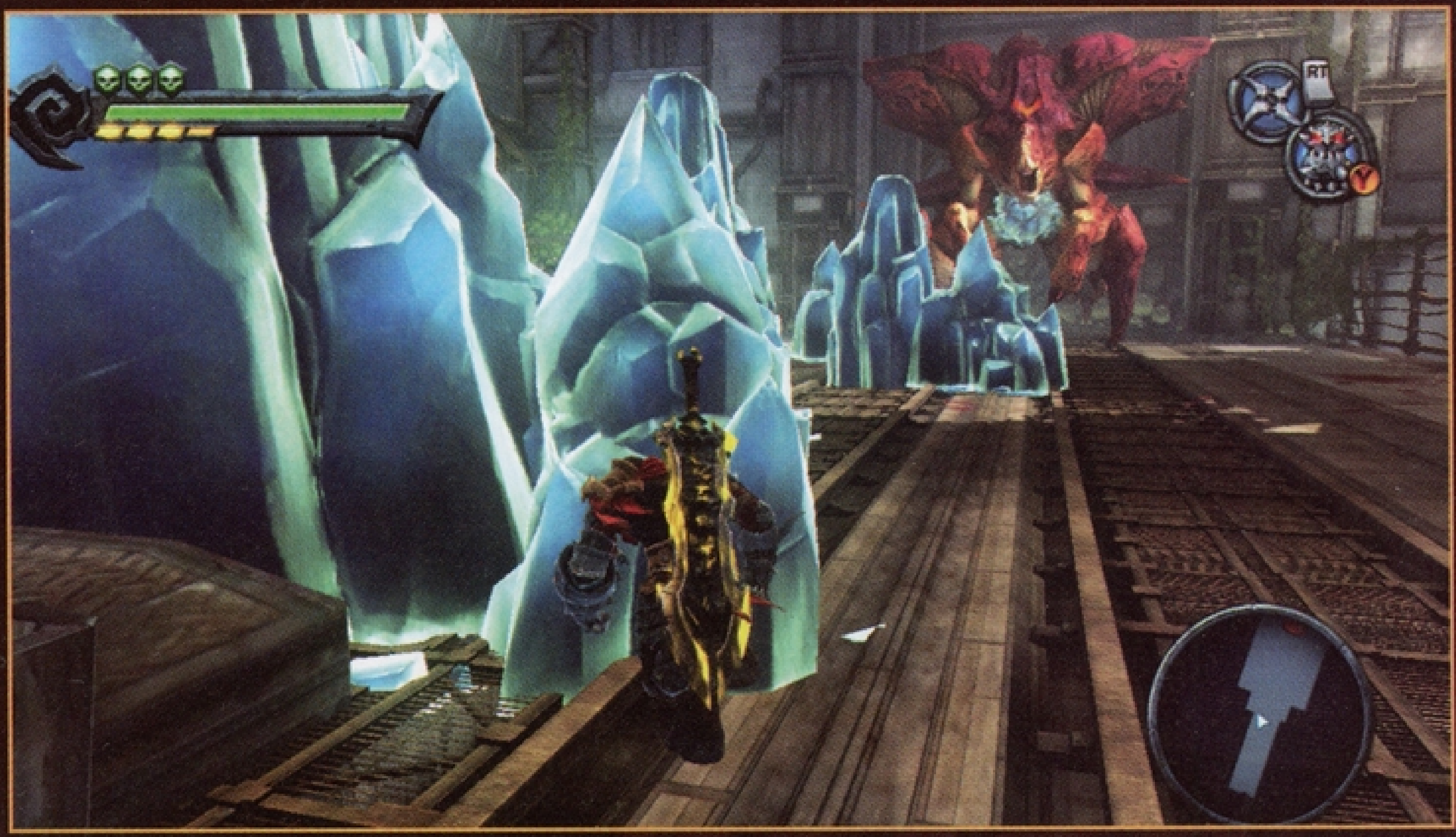




Griever

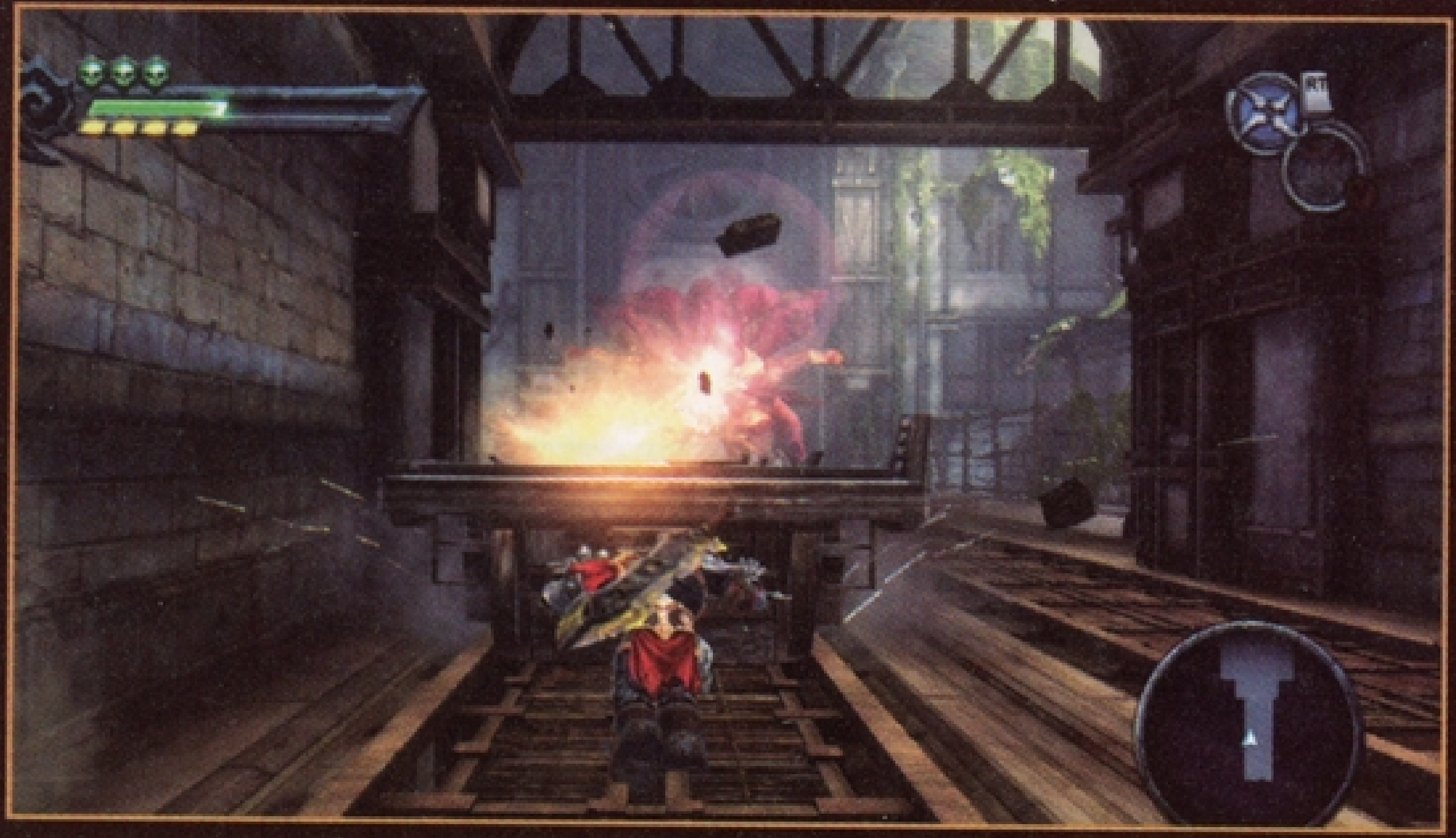
GRIEVER'S ATTACKS

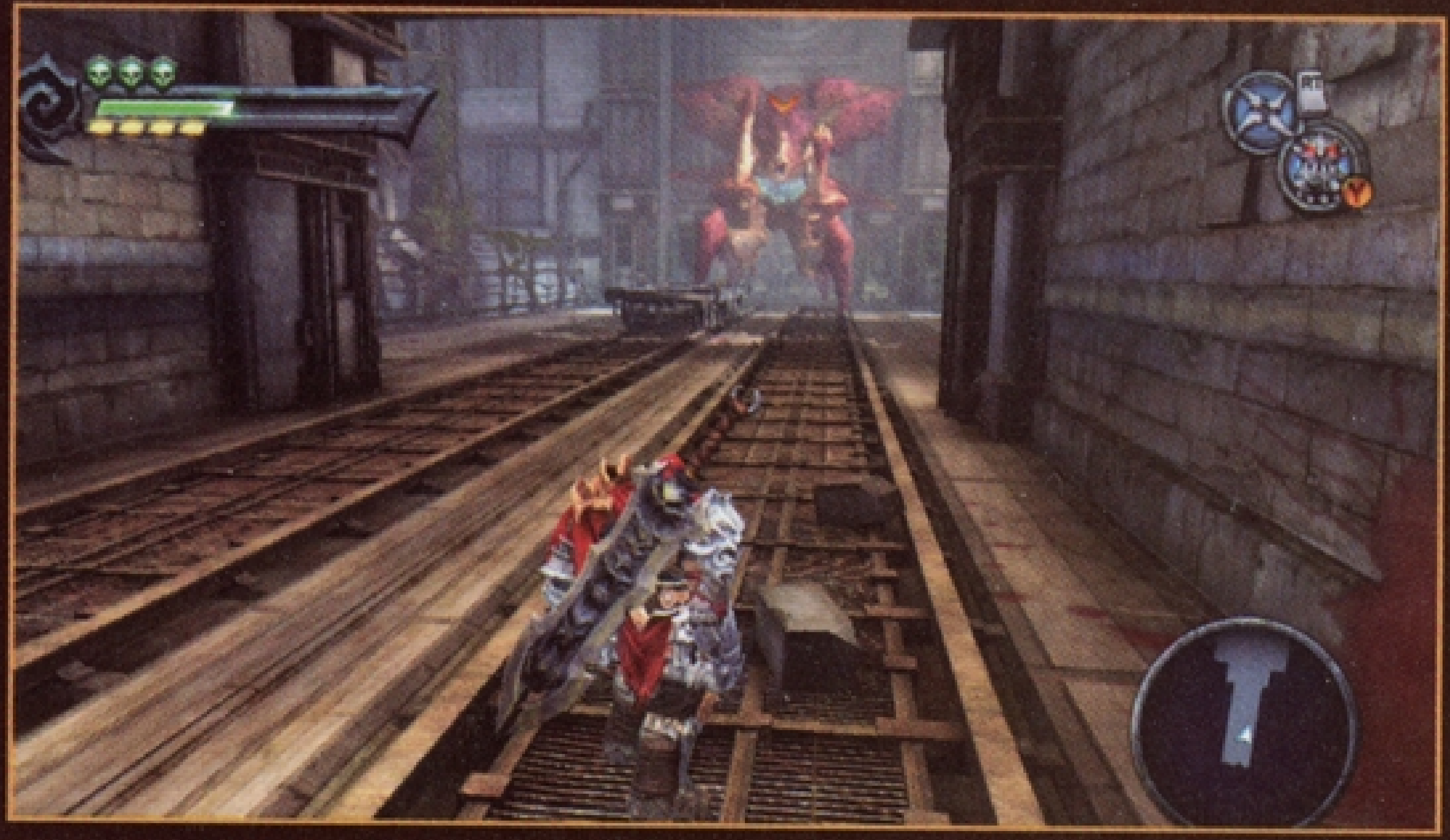
ATTACK	DEFENSE
Groundshaker	Griever rears back and slams the ground with its front legs whenever you get too close. The only way to avoid this attack is to maintain a safe distance from Griever unless it collapses in pain.
Energy Beam	This powerful energy attack is the Griever's primary offensive maneuver. Griever sweeps the energy beam back and forth, attempting to burn you. Stay behind cover and dash to avoid the beam.
Mighty Howl	The Griever occasionally lets out a rumbling howl that can send you backward on your heels. This attack merely knocks you backward and doesn't inflict any damage.



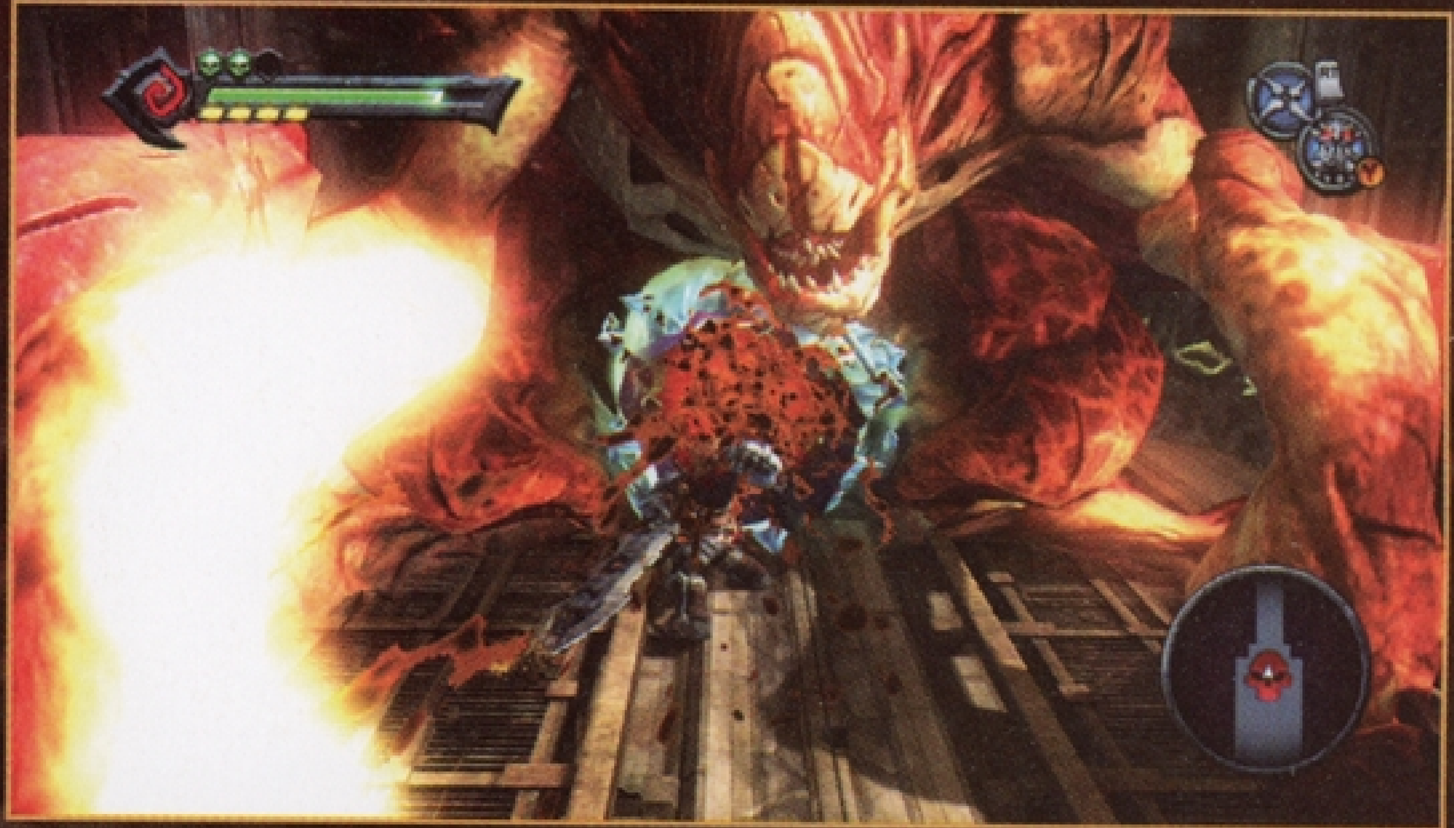
The Griever enters the abandoned train terminal and stays put at the track's far end. Any attempt to get close enough to attack it directly only results in getting stomped by the Griever's Groundshaker attack. Though the Griever's true weakness is the crystalline mass on its underbelly, the only way to gain access to it is by slamming the flatbed railcar into the Griever. To do this, you must first clear out the crystals growing on the tracks. At the start of the battle, dash forward and use the Tremor Gauntlet to demolish the crystals nearest the Griever. The Griever's energy beam attack heats up the crystals, making them temporarily invulnerable to smashing—they must be completely blue and brittle to shatter. So, it's important to destroy the ones nearest the Griever first. With those gone, dash back and forth between the Griever and the other crystals to lure the energy beam away from the crystals. When the Griever takes a break to recharge its energy beam, rush over and shatter the remaining crystals.

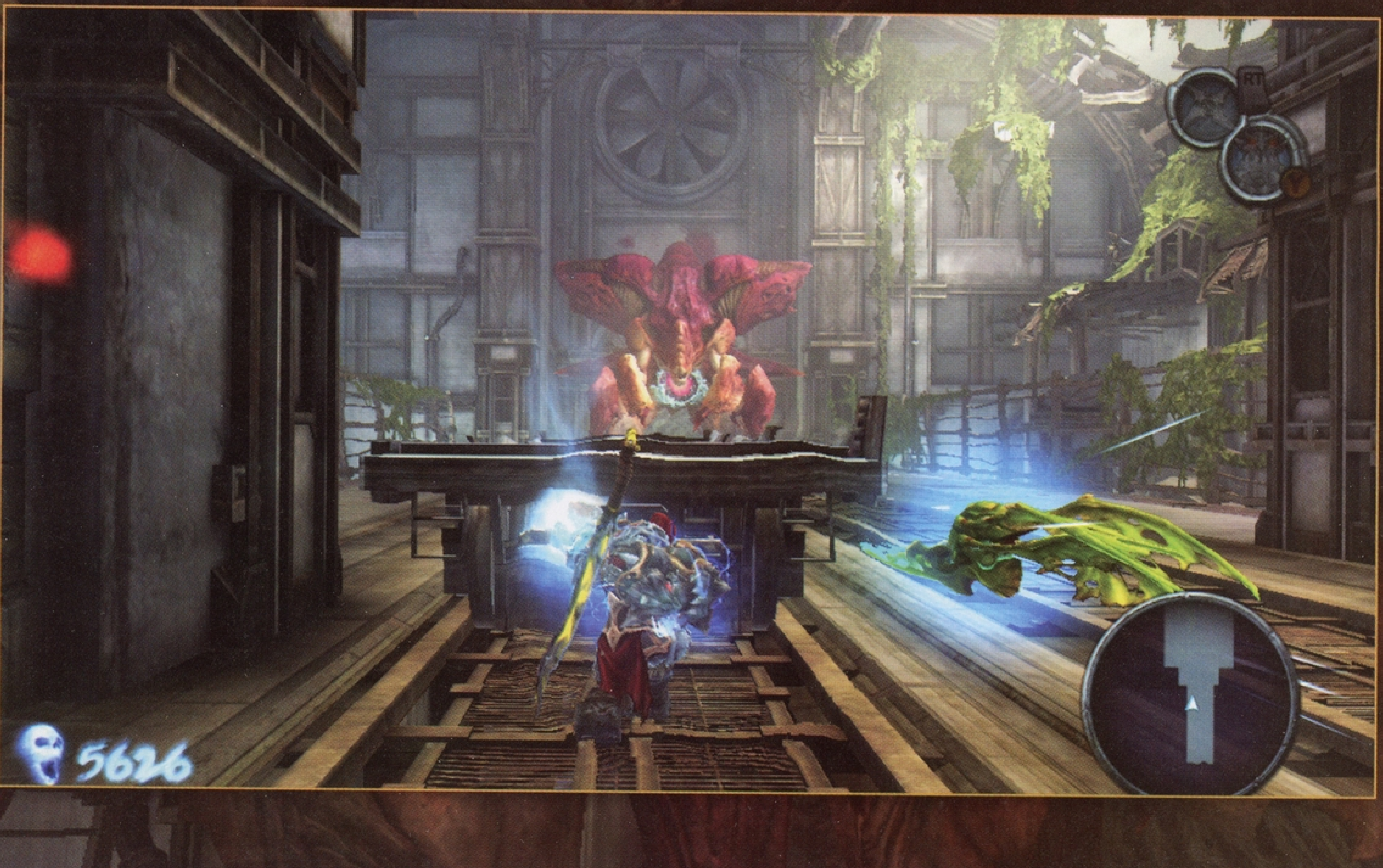
Rush to the rear of the tunnel section and begin pushing the flatbed railcar toward the Griever. Push it to the edge of the enclosed tunnel section. Then, as you continue grasping it with the Action button, press and hold the Secondary Attack button to perform a Shockwave Punch. This sends the railcar hurtling down the tracks into the Griever. The Griever cries out in agony and performs its Groundshaker attack, which rockets the railcar back toward you. Quickly move to the right to avoid getting flattened by the car. Wait for the railcar to come to a halt, and then hit it with another Shockwave Punch before Griever can begin shaking the roof apart.





The Griever collapses in a heap after the railcar's second blow. Move forward and use the Tremor Gauntlet to attack the blue crystalline mass on the creature's belly. The first time you hit the Griever there, the crystals shatter and the Griever springs back to life. Back away quickly and fend off the Locust that are released. Then resume attacking with the railcar. Move forward after you hit it with the car two more times, and slash at the mass within the shattered crystals. Repeat these steps a third time to deliver the fatal blow and collect the **Heart of the Chosen**.





ROCKED YOUR FACE OFF

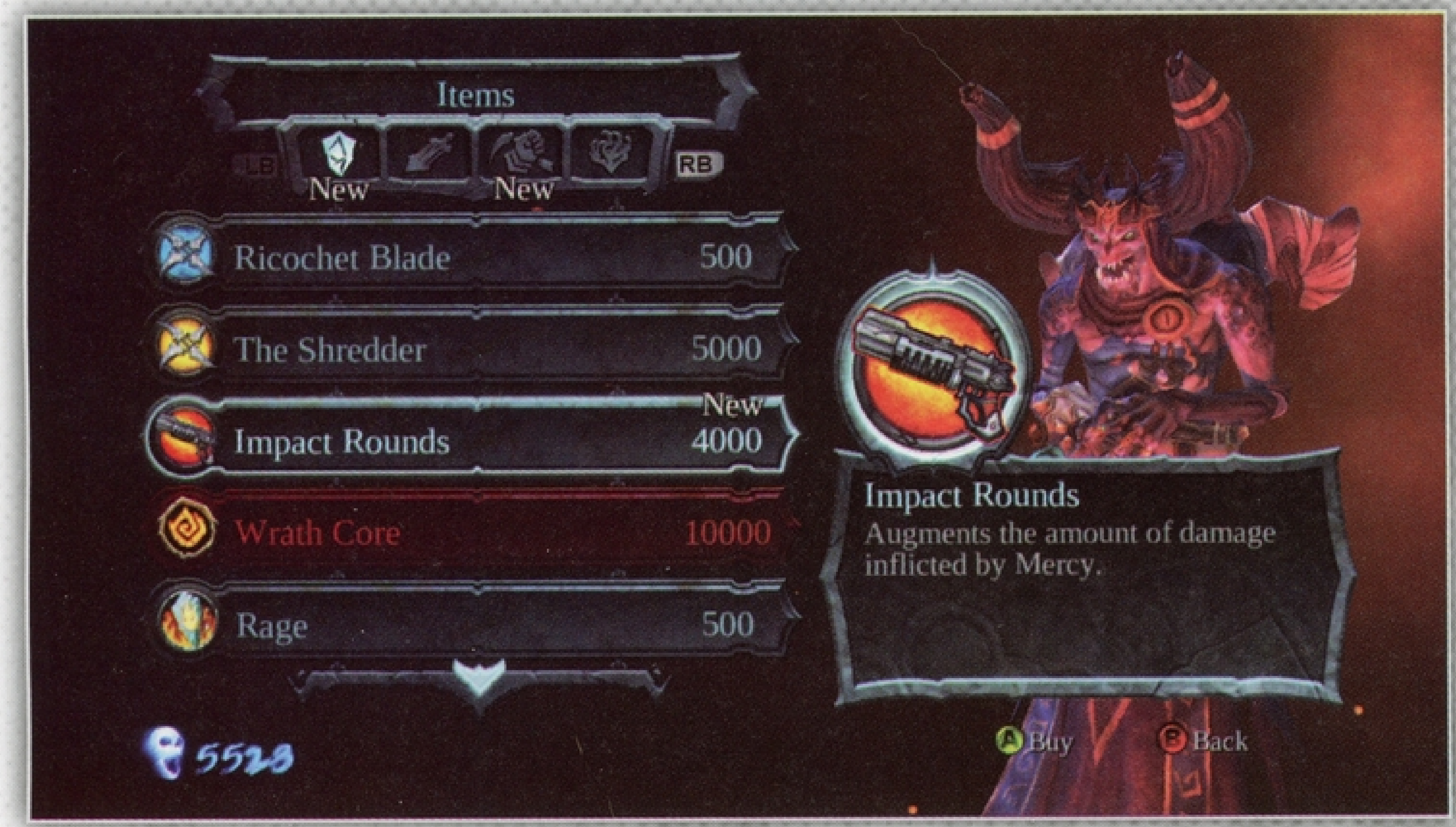
Survive the lengthy journey through The Hollows, and use the flatbed railcar to bash the Griever into submission. Dash forward and use the Tremor Gauntlet to shatter the blue crystals on the beast's belly.

Return Griever's Heart to Samael

Enter the portal to exit The Hollows and return to Anvil's Ford where Ulthane awaits. War isn't sure what to make of Ulthane's presence in this realm, but he accepts Ulthane's gift. **Mercy** is a powerful pistol that fires an unending supply of supernatural projectiles.

AN OLD FRIEND

War obtains Mercy, a powerful supernatural pistol, upon returning to Anvil's Ford after the trip through The Hollows. It's Ulthane's way of thanking War for destroying the Griever.



Ricochet Blade	500
The Shredder	5000
Impact Rounds	New 4000
Wrath Core	10000
Rage	500

5528

Impact Rounds

Augments the amount of damage inflicted by Mercy.

Exit Anvil's Ford to the transition area leading back to Drowned Pass. Continue straight across the tunnel to the Vulgrim location. Take a moment to cash in the Artifacts you've found and to purchase some of the many upgrades now available. Consider purchasing the Impact Rounds enhancement for the Mercy and the Reaper Blade. Likewise, think about buying upgraded Tremor Smash attacks for the Scythe and Tremor Gauntlet, respectively.

Return through the Serpent Hole to Scalding Gallow, and hand over the Griever's heart to Samael. Samael knows a great deal about War and where he must go next—he sends War to the Ashlands where he must retrieve the heart of the Stygian, a great worm held captive by ignorant demons who rule the land. To help in War's quest, Samael grants him the **Chronomancer**. The Chronomancer ability gives War the power to control time, a skill he'll need to escape the giant worms of the Ashlands!

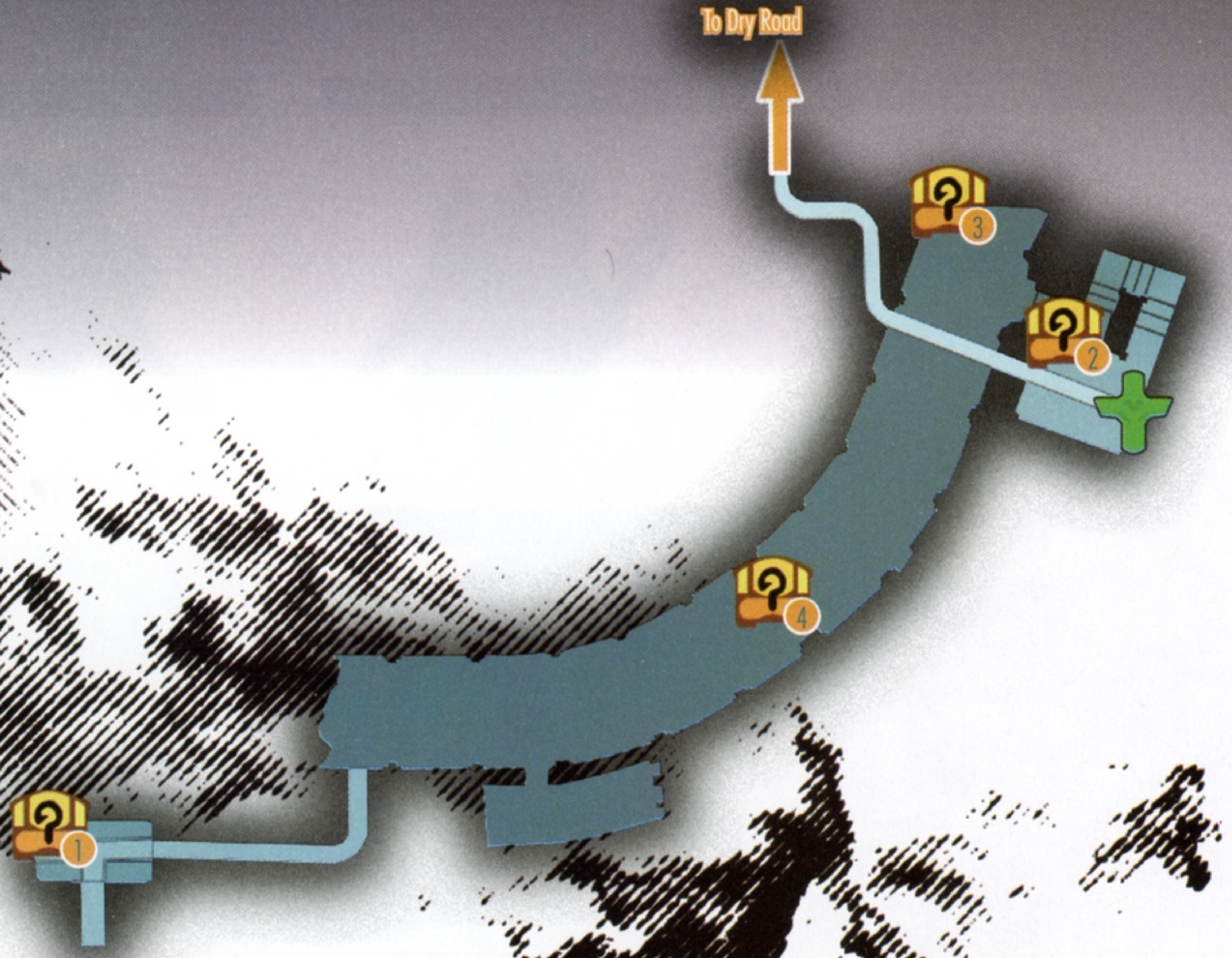
TIME LAPSE

War gains the Chronomancer ability from Samael after returning to Scalding Gallow with the Griever's heart. The Chronomancer gives War the ability to manipulate the Chronospheres and alter the very fabric of time at will.

DRY ROAD

Samael's tale of the Ashlands and the giant worms that prowl those decaying fields may give a lesser man pause, but not the Red Rider. Armed with the Tremor Gauntlet and the Chronomancer, War is prepared to tackle everything that comes his way—and that means Dry Road. The only way to reach the Ashlands is through the desiccated space of Dry Road. War must follow the tunnels north out of Scalding Gallow, to Dry Road's collapsed ruins. From there, he must fight his way through the infested caves leading from the former city to the Stygian's ash-covered breeding grounds.

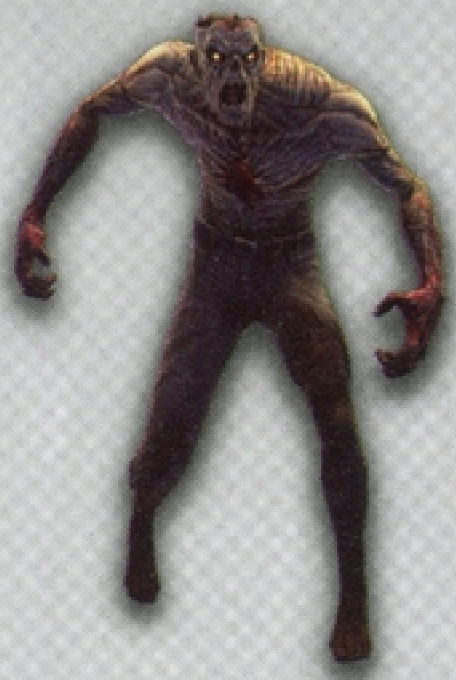
Scalding Gallow



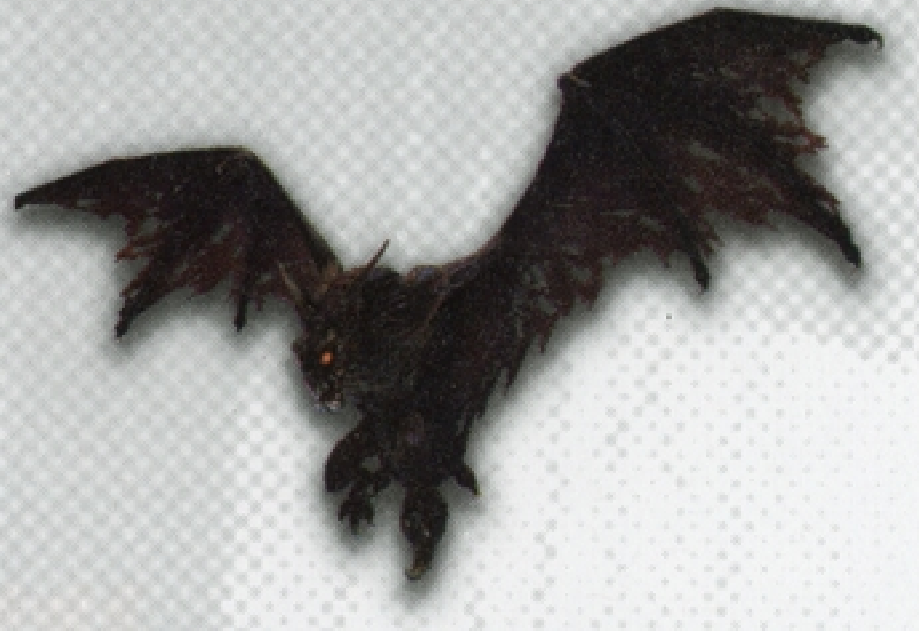
SCALDING GALLOW TO DRY ROAD TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	100 Souls	-
3	100 Souls	-
4	Death's Blessing	Voidwalker

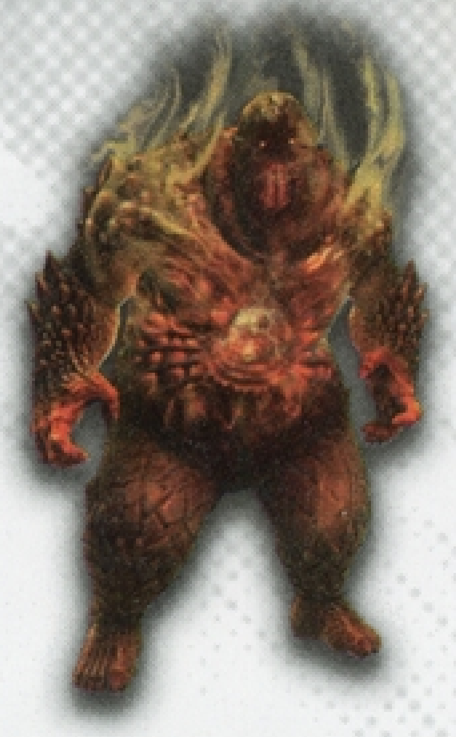
WICKED MALE



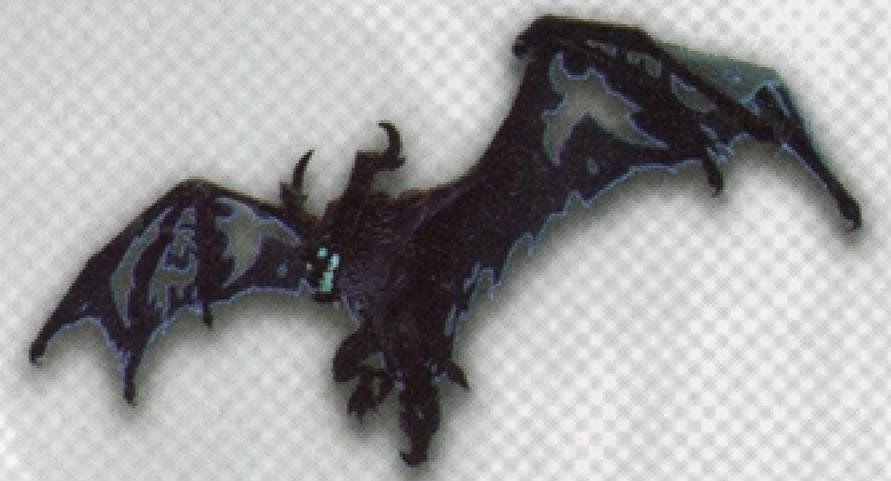
DUSKWING



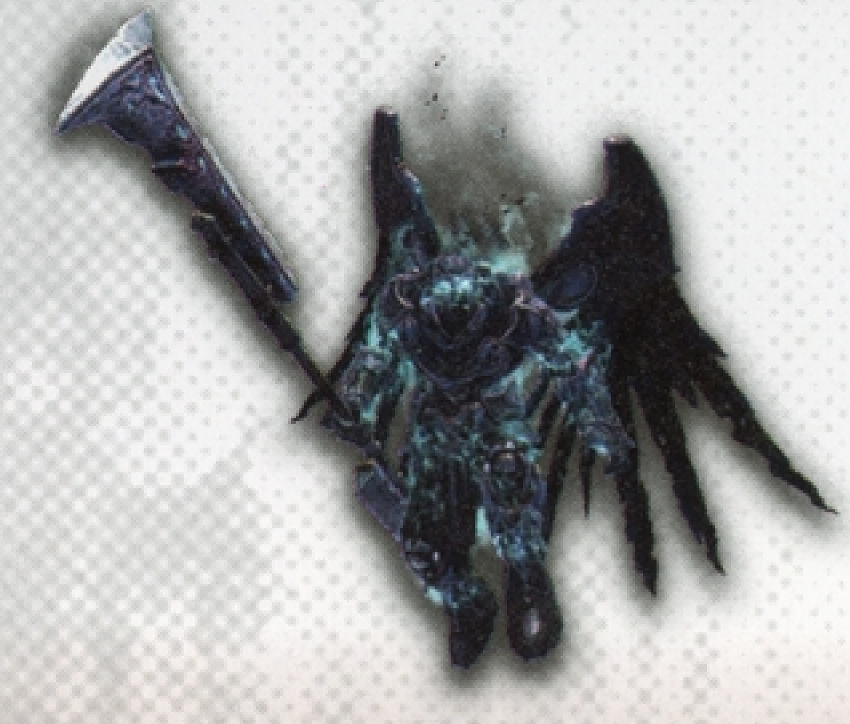
FLESHBURSTER



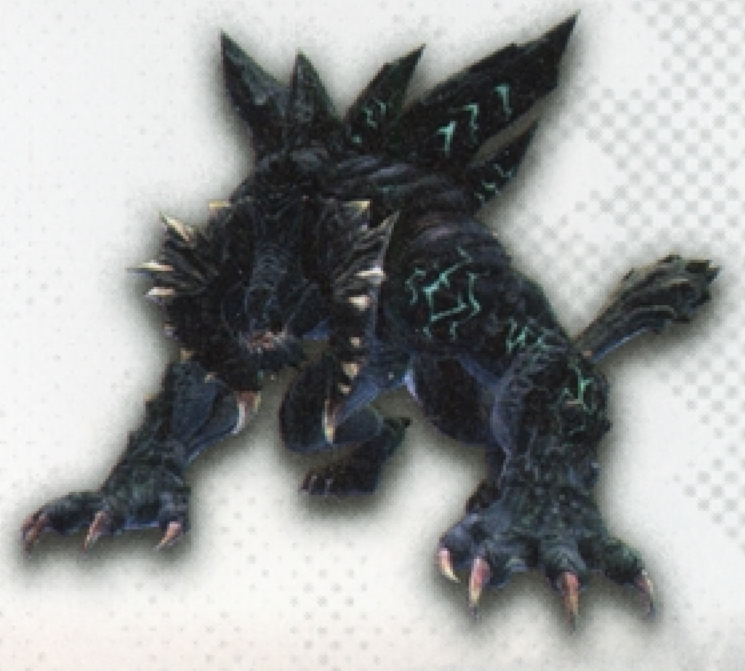
WINGROCK



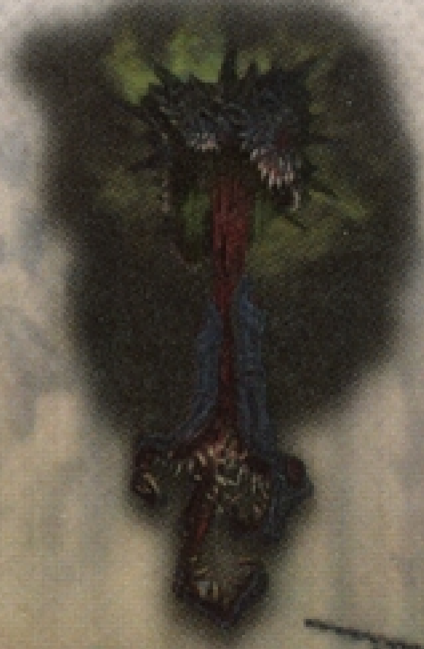
FALLEN ANGEL



GRAPPLECLAW



GOREMAW

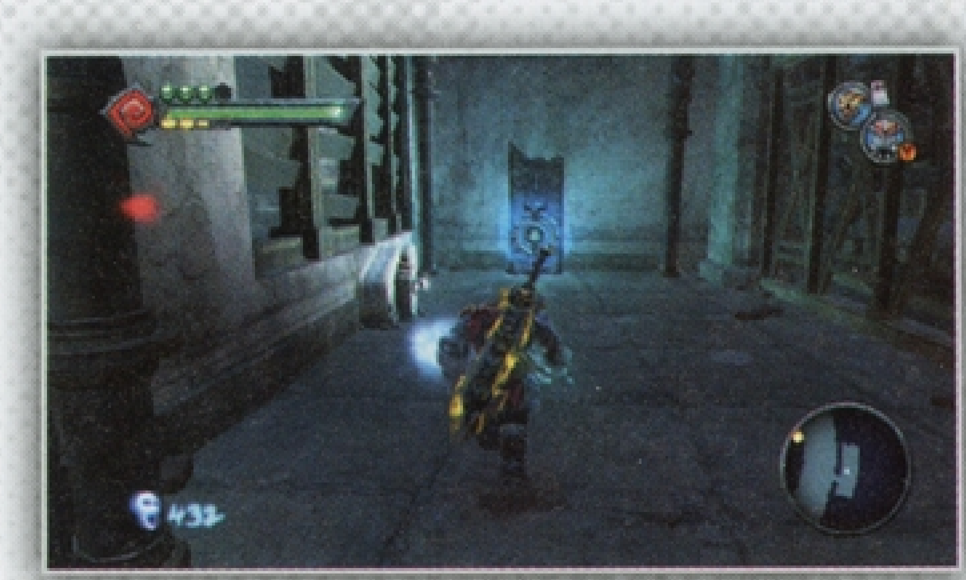


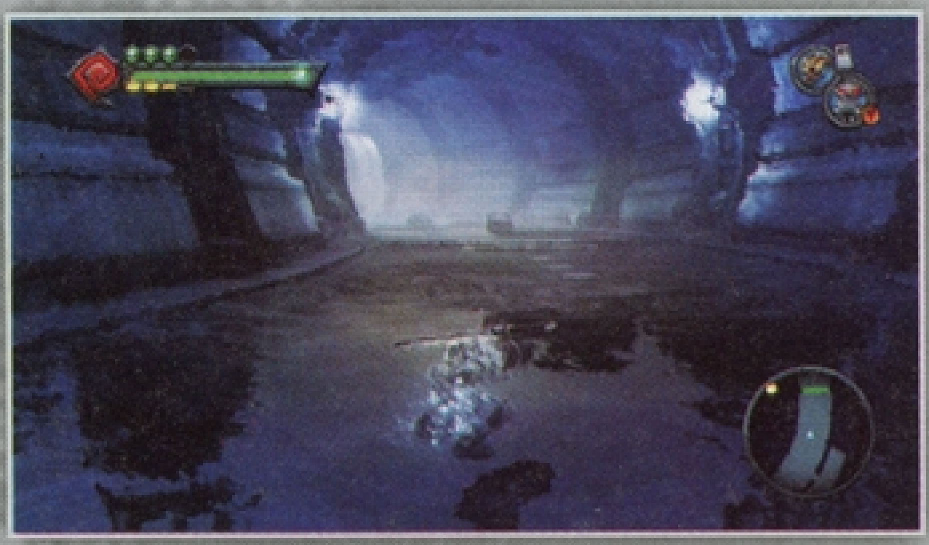
Destroy the Stygian

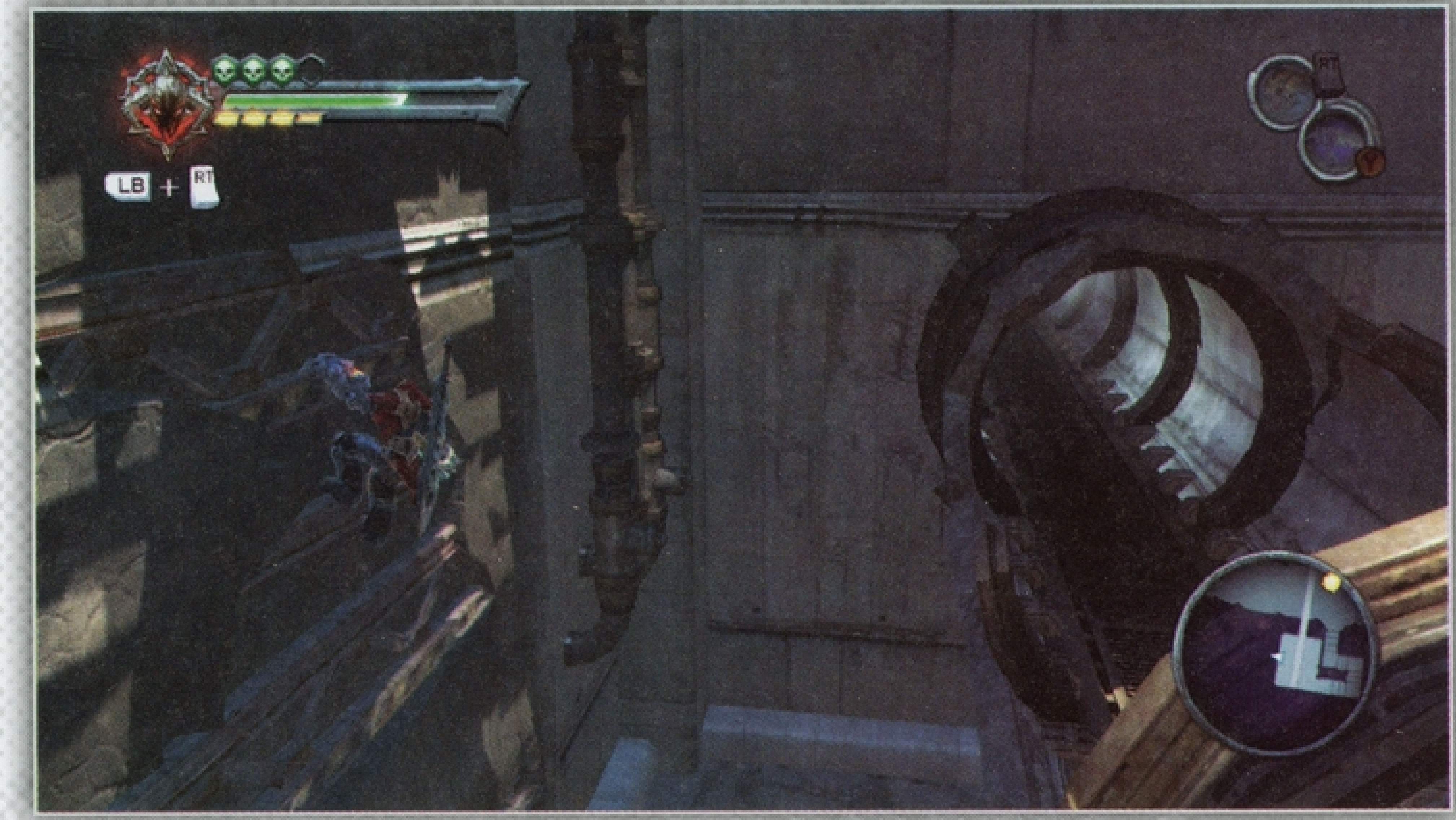
Head to the north side of Scalding Gallow, beyond the Vulgrim location, and use the Tremor Gauntlet to smash through the wall of blue crystals. Slip through the pipe to the casket on the left. Advance through the narrow pipe to the much larger tunnel around the bend.

Slay the Duskwings and Wicked Males that attack, and shatter the blue crystals on the right. This small control room contains the apparatus that opens and closes the massive gate in the tunnel as well as a Chronosphere. Activating the Chronosphere temporarily slows time, allowing you to negotiate obstacles that would normally be too fast for you to avoid. Turn the crank on the machinery on the left, which raises the heavy gate. Then quickly approach the Chronosphere and press the Action button. The gate would normally slam shut before you could possibly slip through the opening, but the Chronosphere slows the gate's movement enough to buy the time you need to get past the gate. Dash out the door and down the road to pass the tunnel gate before the Chronomancer's effect wears off.

Advance past the Fleshburster to the casket at the end of the tunnel. Then ascend the stairs on the right. Scale the ledges on the side of the wall, and leap backward off the wall into the broken pipe. Follow the pipe to the Dry Road area up ahead.

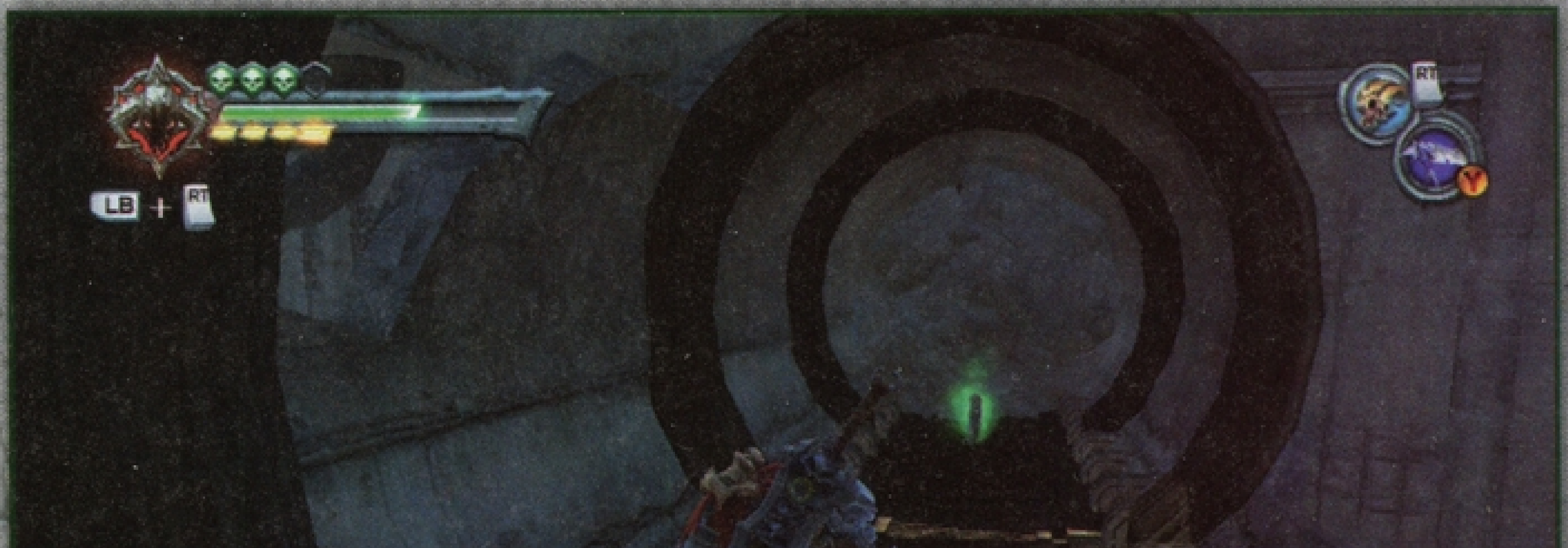




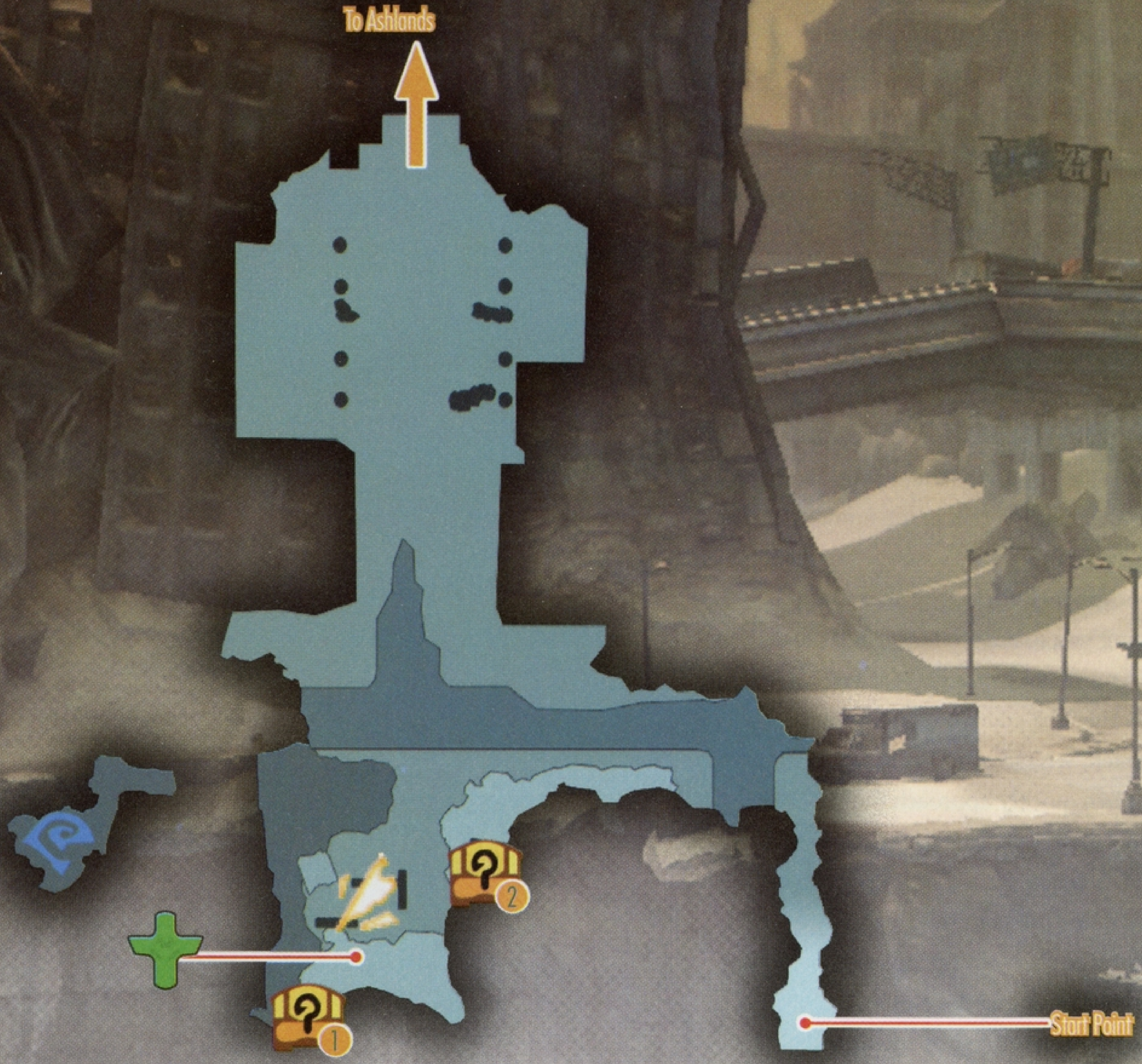


ARTIFACT: SOLDIER

This **Artifact** is inside the pipe that you leap into at the top of the room. Climb to the uppermost ledge, lean back, and leap into the pipe. Once you're inside, turn around to find the Artifact.

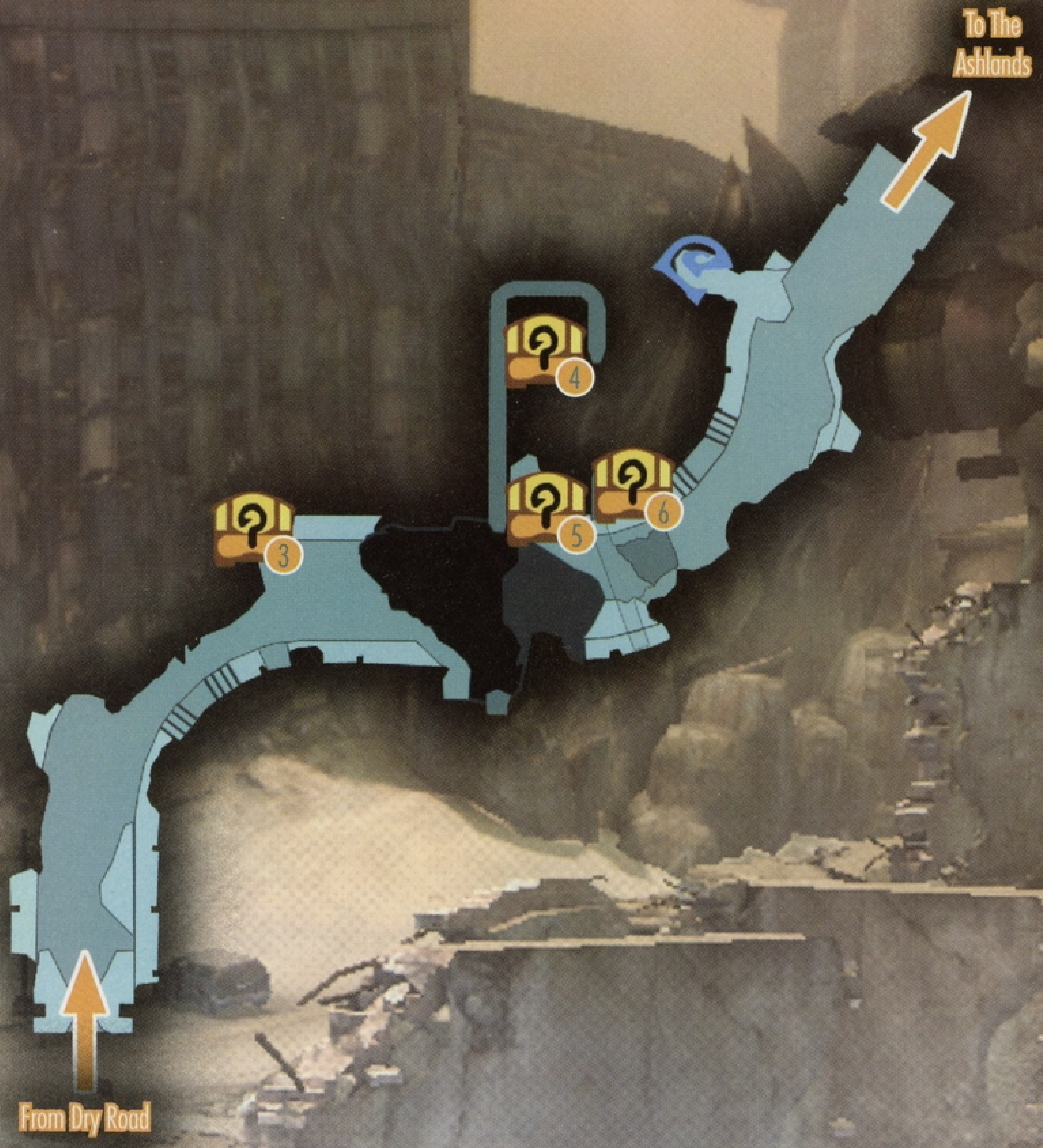


Dry Road


To Ashlands
2
1
Start Point

DRY ROAD TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	250 Souls	-
2	Lifestone Shard	-
3	Ravager	Mask of Shadows
4	100 Souls	-
5	Lifestone Shard	Tremor Gauntlet
6	Wrath Shard	Abyssal Chain

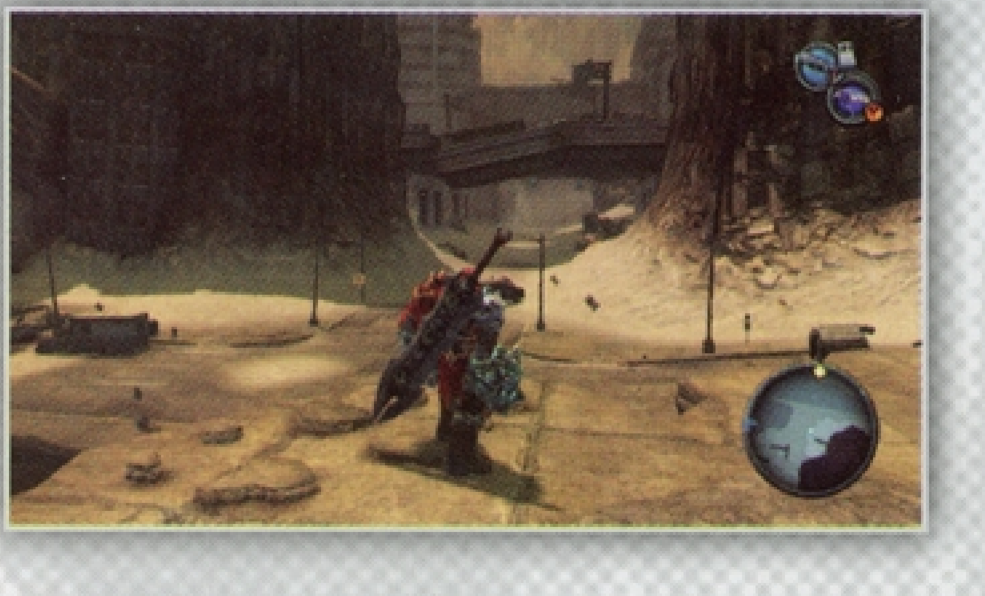


Destroy the Stygian

You encounter a pair of Wingrocks as you start down the path into the central Dry Road area. Wingrocks are blue-colored Duskwings that launch stone projectiles and streak through the air at their prey. They are far more aggressive than Duskwings, but you can kill them in the same manner. Leap up and press the Action button to grab one by the head and jam the Chaoseater through its torso.

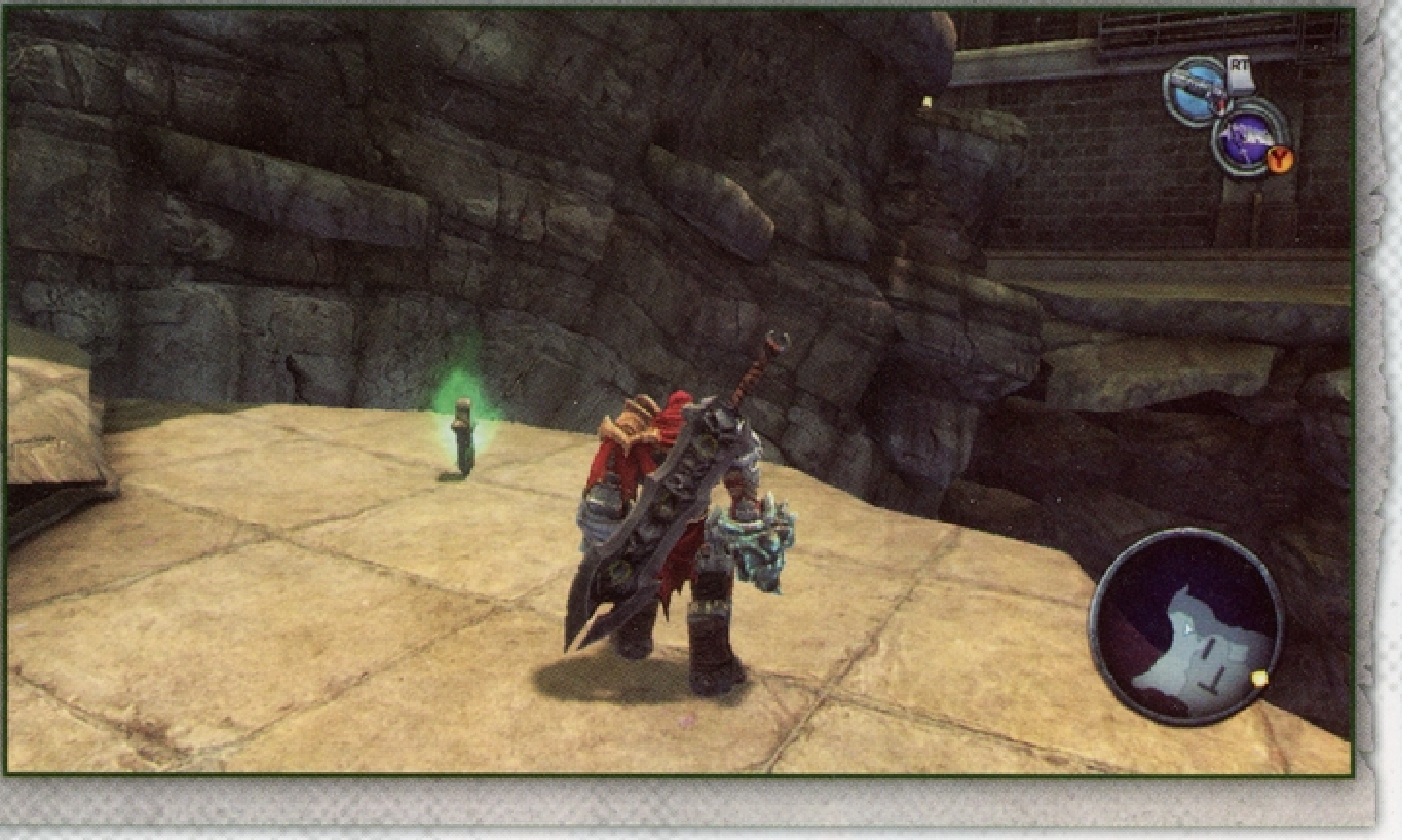
Wicked Males and Wingrocks emerge from the sand near the intersection. Use cars and lampposts as weapons against them, and ready your Chaos Form for the Fallen Angels about to attack. Fire on the Fallen Angels with the Mercy weapon as they draw closer, then switch to the Scythe and knock them out of the air. Fallen Angels are far less dangerous once you knock them to the ground—dash in for a close-range attack, and use the Chaoseater for an Instant Kill as quickly as possible. Additional Fallen Angels appear after the first pair is slaughtered. Unleash Chaos Form to rid the world of them quickly.

Glide across the chasm to enter the cave that contains a Vulgrim location, and trade in the Artifacts you've found. Return via the Demonic Growth, and proceed north along the sand-covered boulevard toward the Ashlands. Rely on your Chaos Form to slay the Grappleclaw in the distance. Continue to the Goremaw holding the heavy, metal crate.



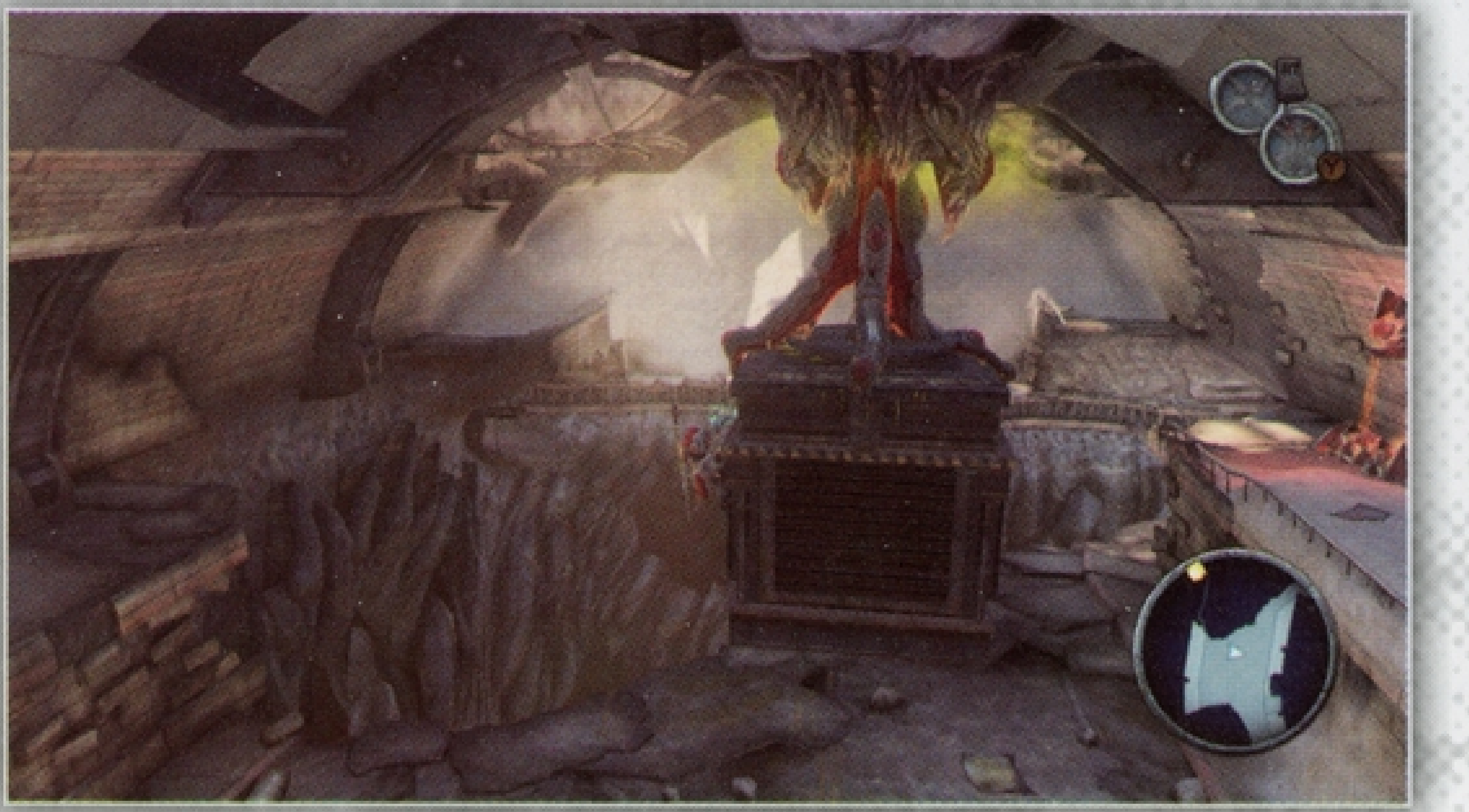
ARTIFACT: SOLDIER

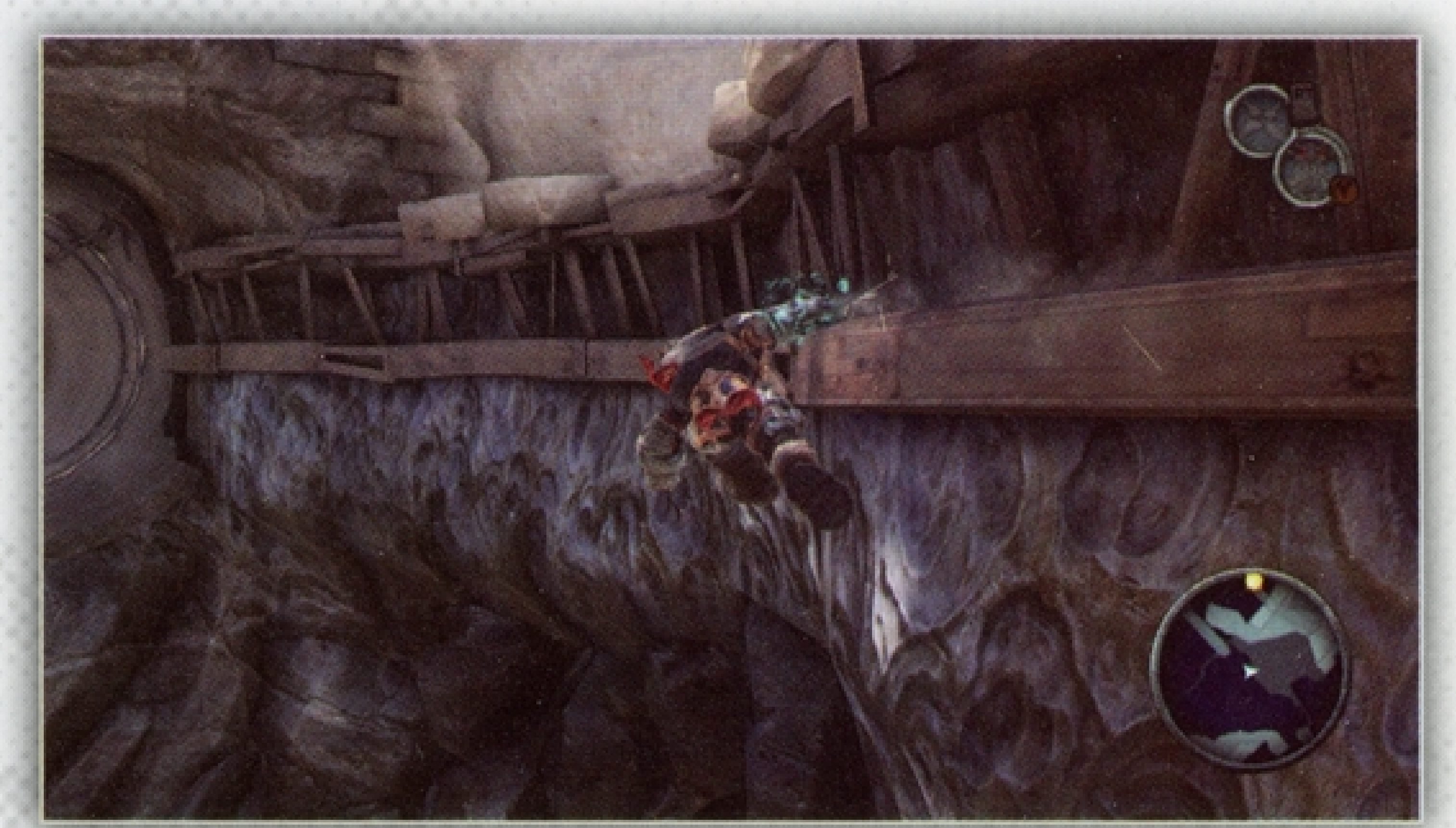
Leap onto the rubble on the left side as you descend to the Dry Road. Follow the remnants of the sidewalk around the bend to the cliff's edge. The **Artifact** is on the upper level of the rubble at the area's south edge.



CROSSING THE GOREMAW CAVERNS

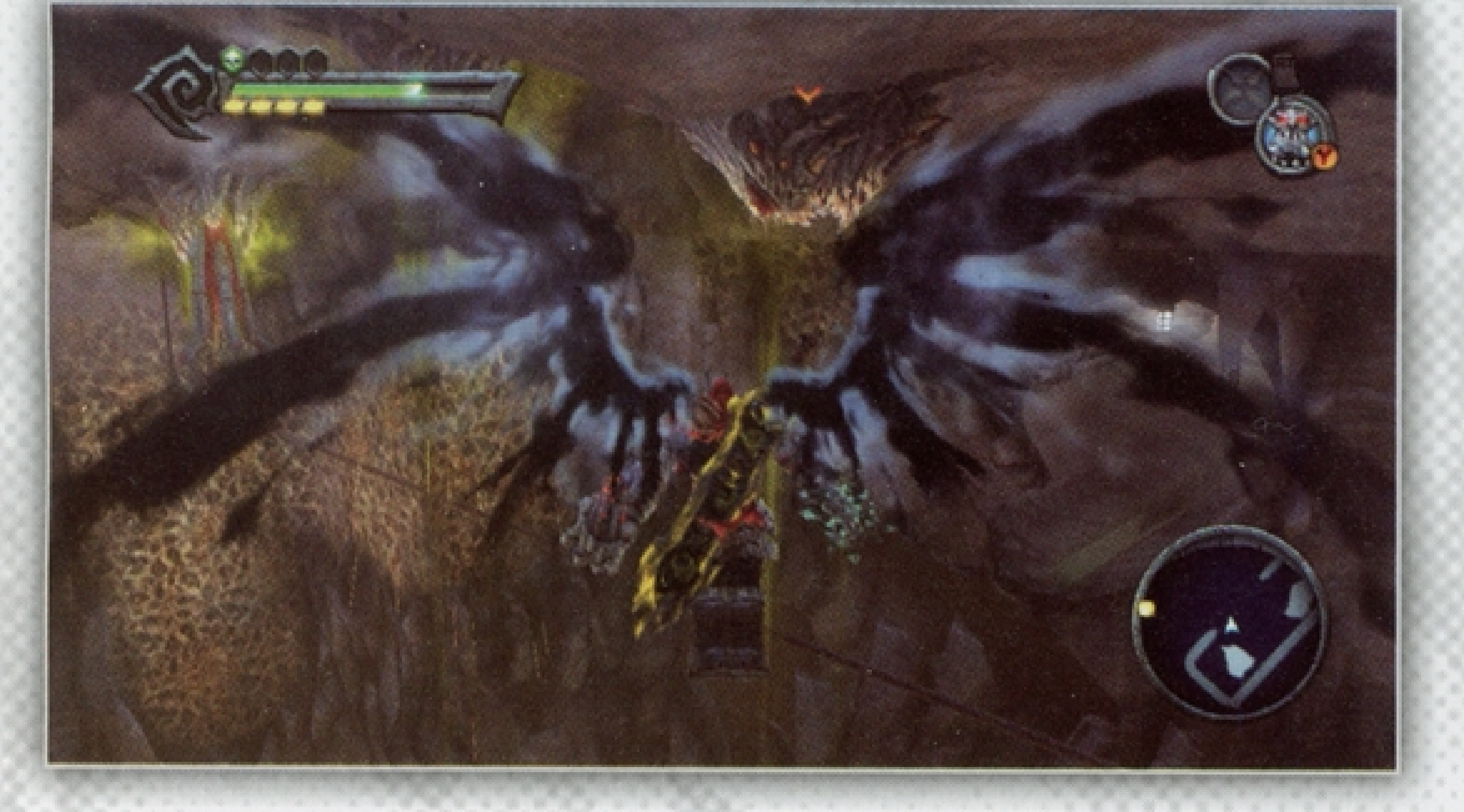
Use the Crossblade to stun the Goremaw, which forces it to drop the crate. Leap onto the crate and hold on as the Goremaw picks it back up. Leap from the crate's left side to the walkway containing the casket with the Souls on it. Then jump down and stun the Goremaw again. This time, jump into a hanging position on the right side, and leap over to the walkway near the firebombs. Throw a bomb at the red crystals on the ledge across the pit. Double-jump off the lower ledge, and glide over to the wooden beams at the top of the cliffs. Shimmy from right to left and drop into the pipe.

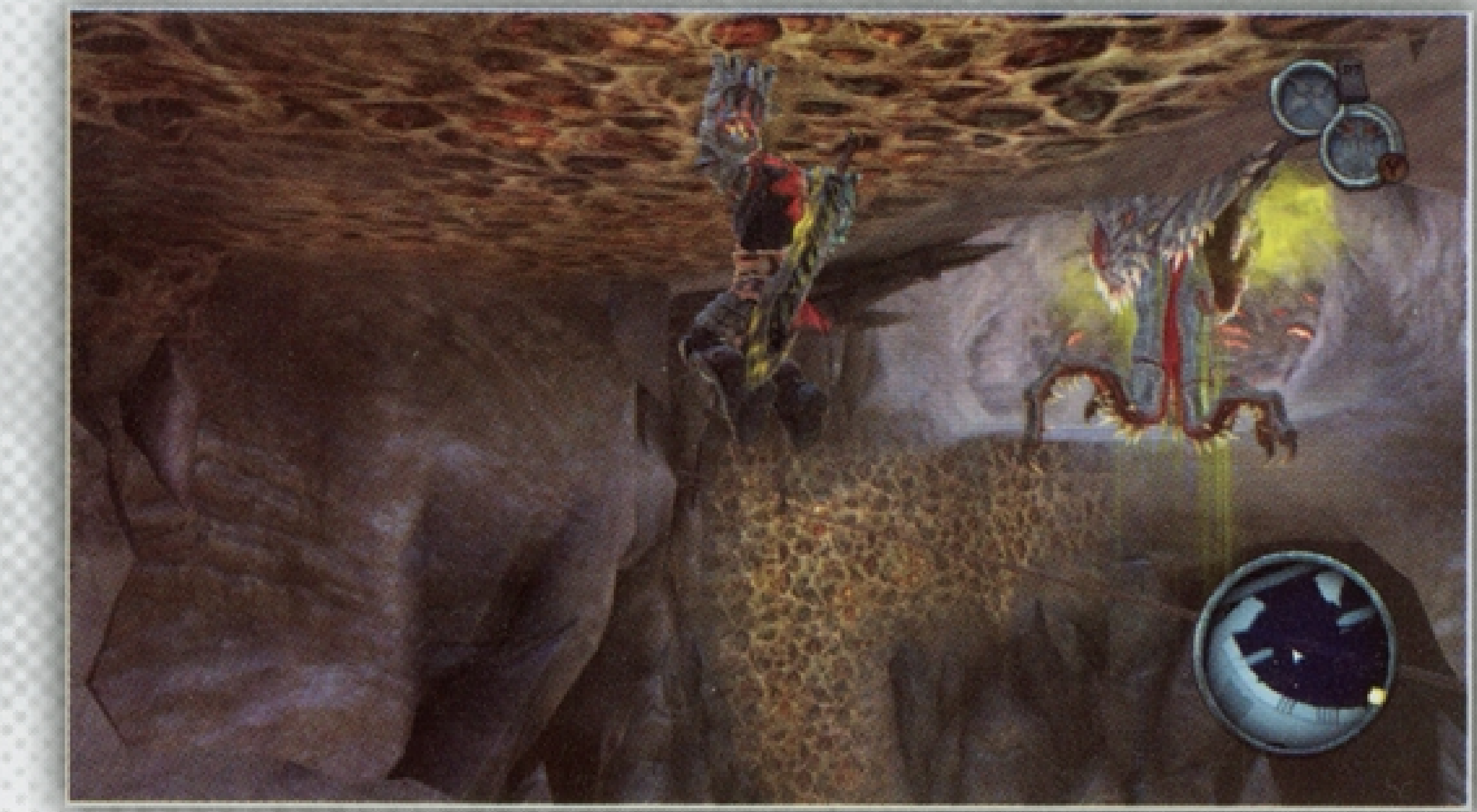




Continue through the pipe to the next cavern, where no fewer than three Goremaws cling to the ceiling. They're directly above a cable along which you must shimmy. Use the Crossblade to stun the Goremaw directly in front of the ledge on which you enter, and shimmy over to the Demonic Growth on the right. Climb up to the casket, and then leap back down to the ledge where you initially stood

Use the Crossblade to stun all three Goremaws, and quickly glide from the ledge onto the middle of the cable. Shimmy to the left. Tap the Dash button while you shimmy to make sure you reach the Demonic Growth across the cavern before the Goremaws become active again. Climb in a clockwise direction along the Demonic Growth to the pipe across the chasm.





You emerge from the pipe in a collapsed section of road, just steps away from the Ashlands entrance. Follow the curving road back past the pipe, to the cave with the blue crystals, to find a **Lifestone Shard**. Double back the way you came, and pay a quick visit to Vulgrim in the room on the left. The Ashlands await…

THE ASHLANDS

The sprawling wastes of The Ashlands may appear incapable of supporting life, but appearances are deceiving. The ashes of those who died during the End of Days provide all the nutrients necessary to grow a breed of massive sandworms known as Ash Titans. These beasts patrol the plains and devour in a single gulp all who attempt to wade across the expanse. However, the Ash Titans aren't alone. An army of Phantoms calls this region's caves and tunnels home. They have captured the Ash Titan known as Stygian for sport. If War is to obtain the heart of the Stygian, he must first fight his way through the Phantom stronghold.

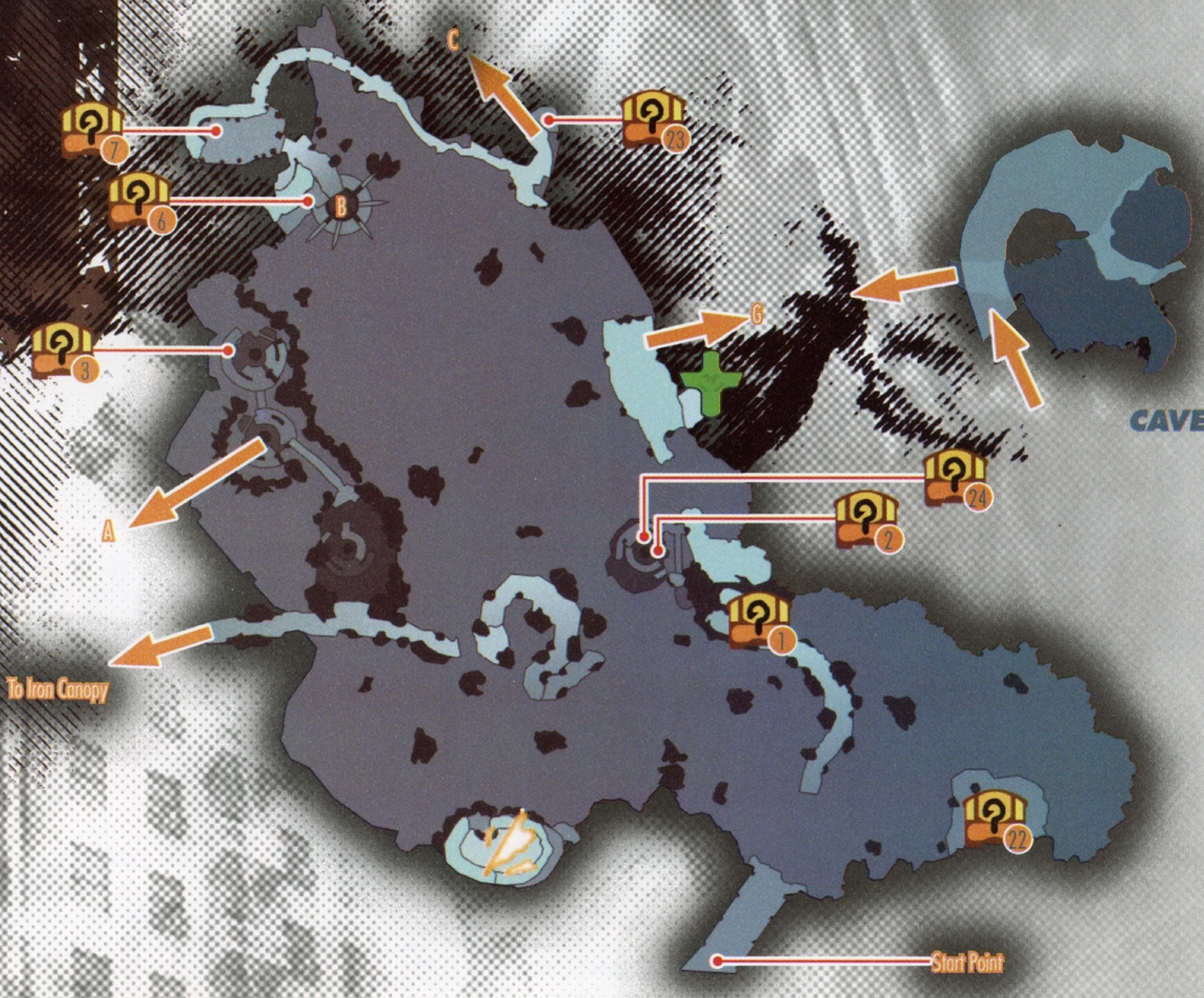
ASHLANDS TREASURE

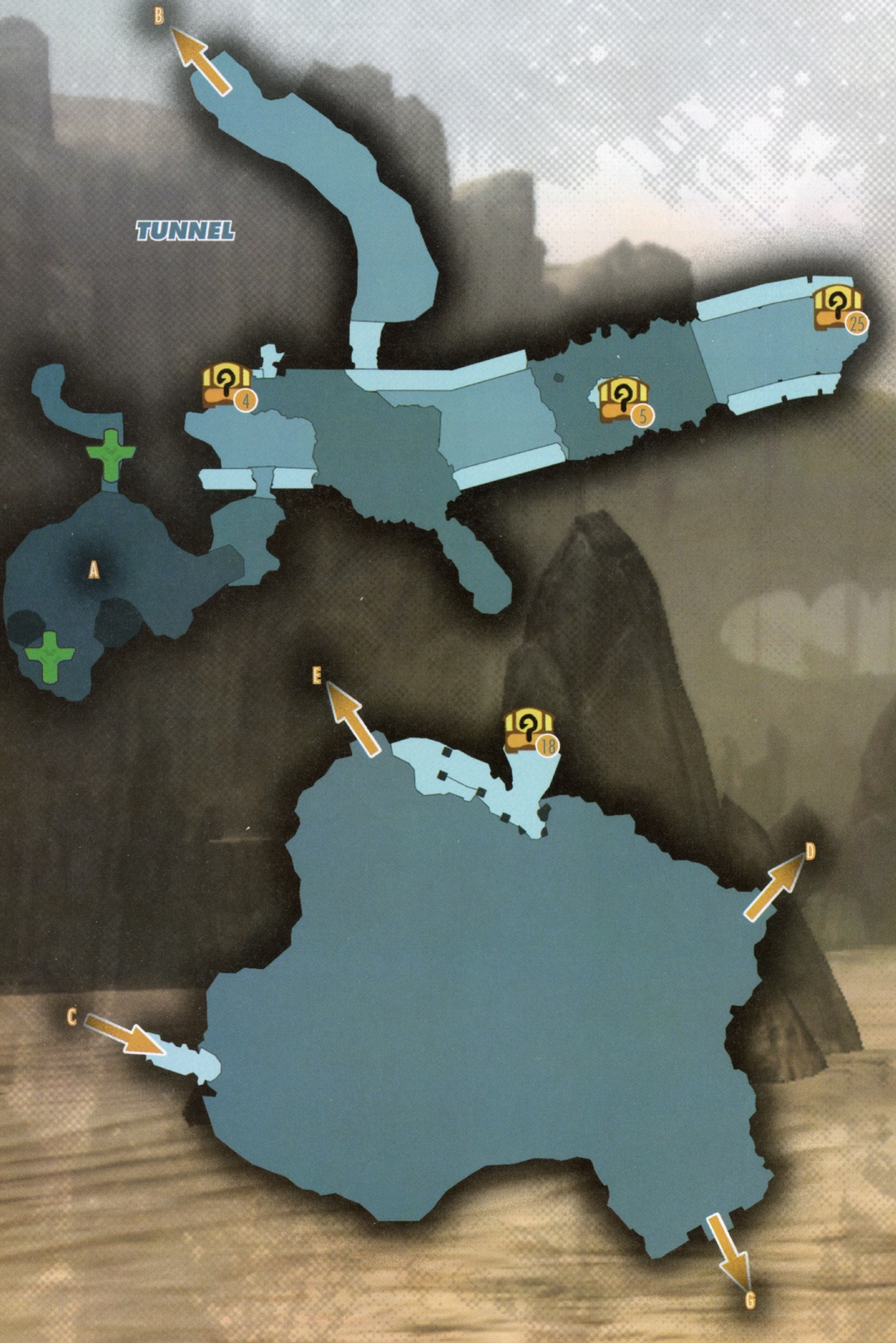
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	Chronomancer
2	100 Souls	-
3	Empty Vessel	Chronomancer
4	100 Souls	-
5	Lifestone Shard	-
6	100 Souls	-

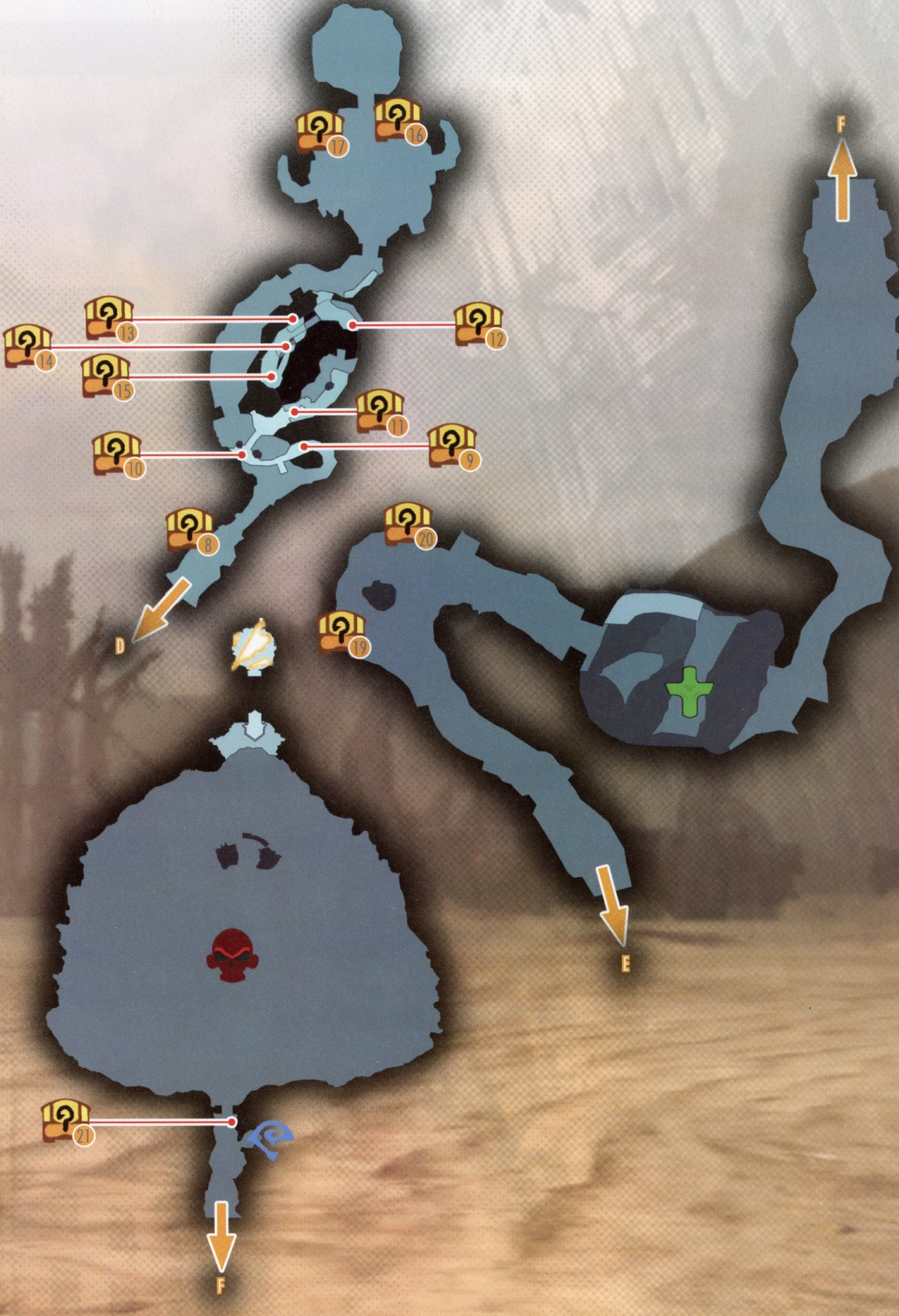
The Ashlands

CHEST NO.	CONTENTS	ABILITY REQUIRED
7	Health	-
8	100 Souls	-
9	Health	-
10	Wrath	-
11	Health	-
12	Health	-
13	Health	-
14	100 Souls	-
15	Health	-
16	Health	-
17	Health	-

CHEST NO.	CONTENTS	ABILITY REQUIRED
18	500 Souls	-
19	Health	-
20	250 Souls	-
21	Health	-
22	100 Souls	Ruin
23	Wrath Shard	Ruin
24	Abyssal Armor Piece	Abyssal Chain
25	Strife's Offering Enhancement	Abyssal Chain

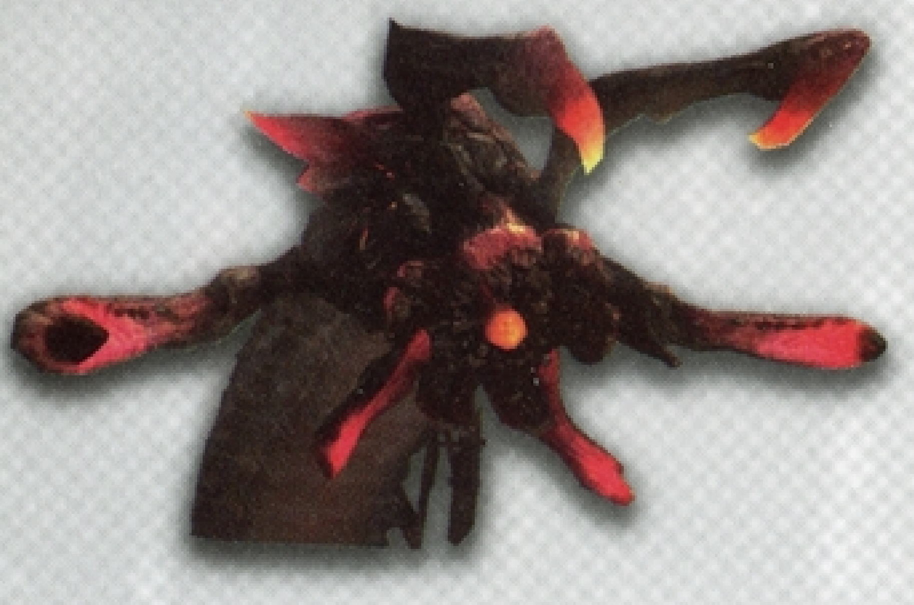



B
TUNNEL
4
5
25
A
E
18
D
C
G

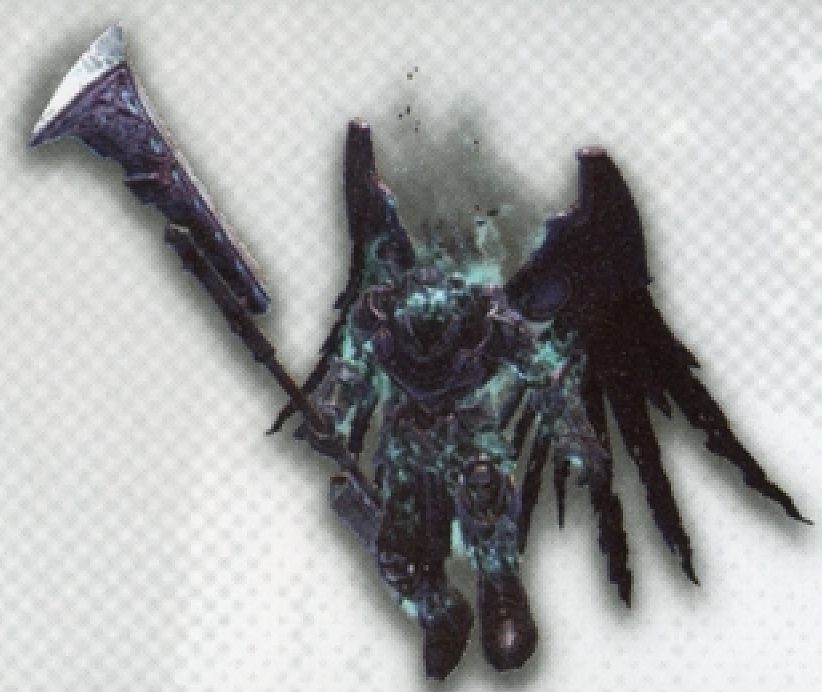

17
16
13
12
14
15
11
10
9
8
20
F
D
19
E
21
F

DEMONS AND ANGELS

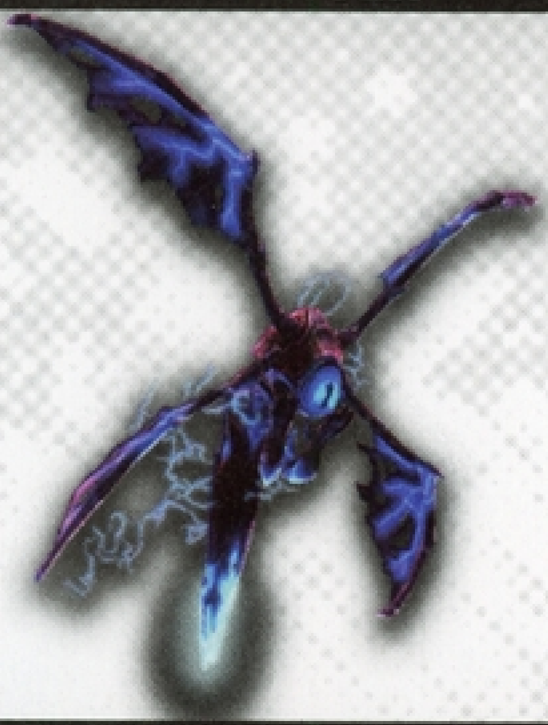
ASH TITAN



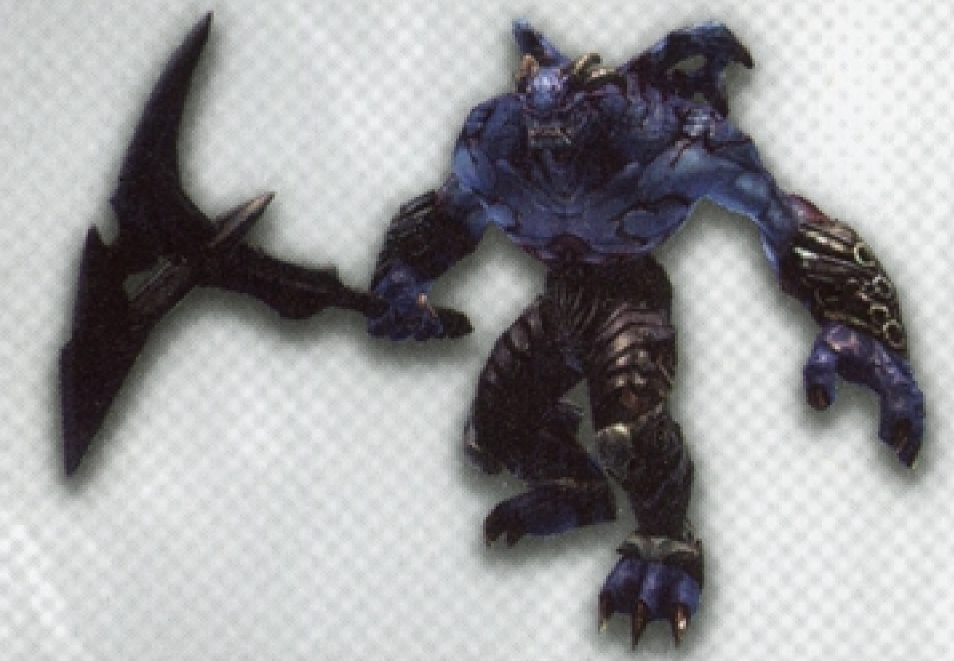
FALLEN ANGEL



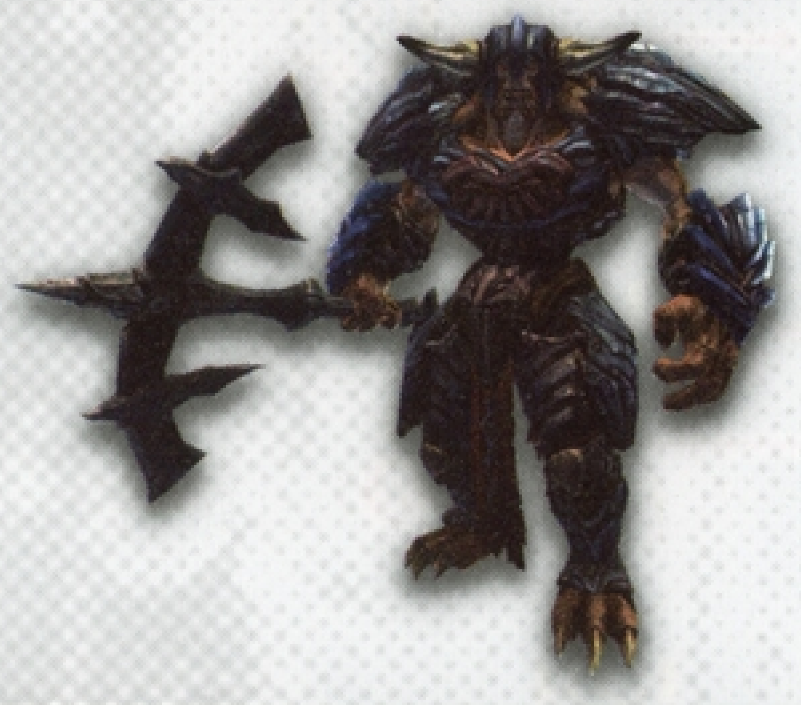
STINGER



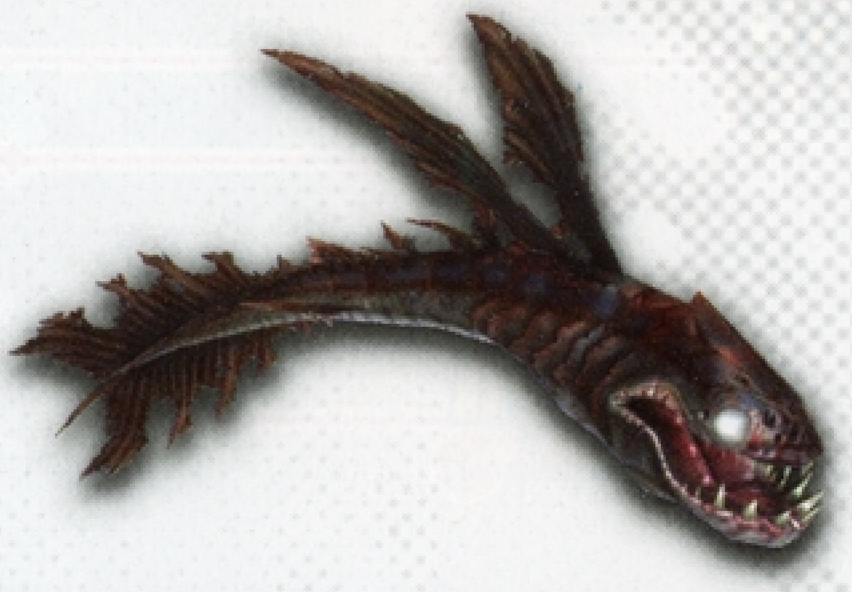
PHANTOM GUARD SOLDIER



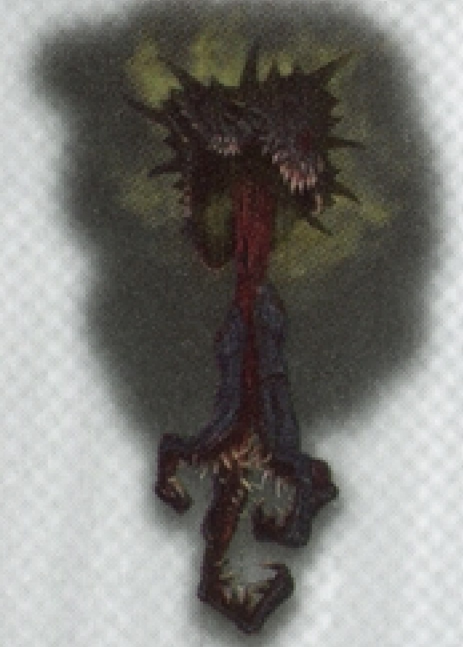
PHANTOM CAPTAIN



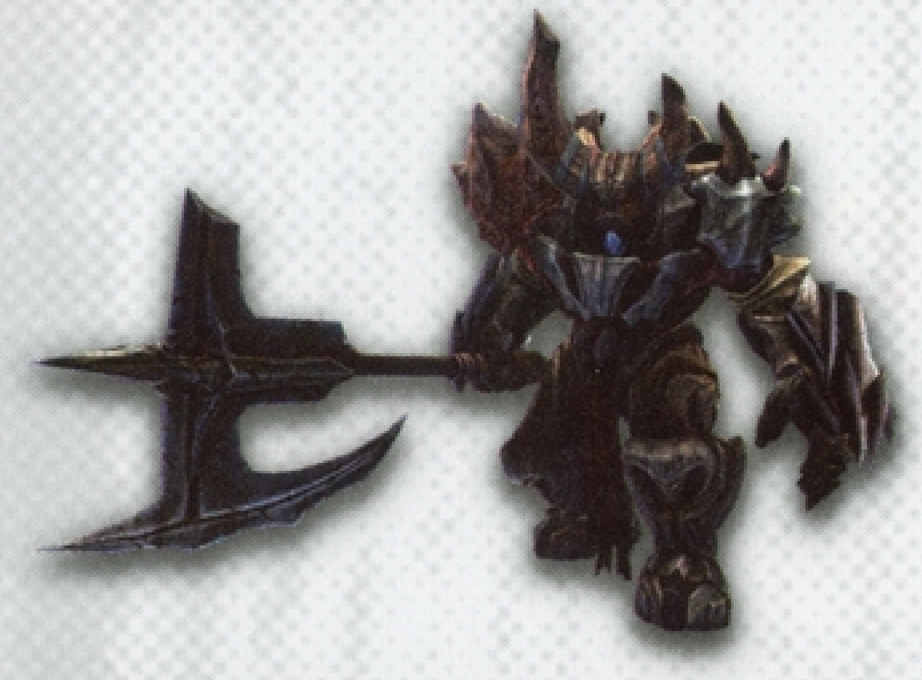
DEEP LURKER



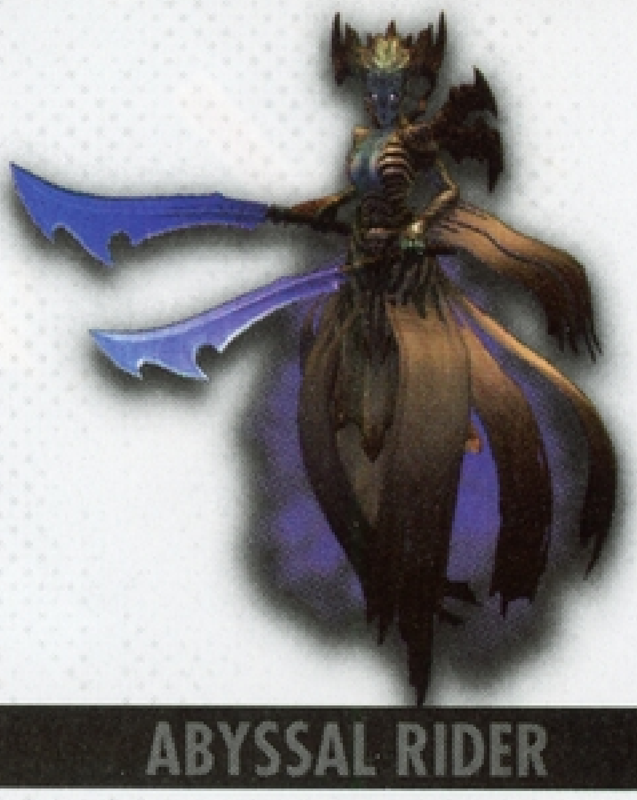
GOREMAW



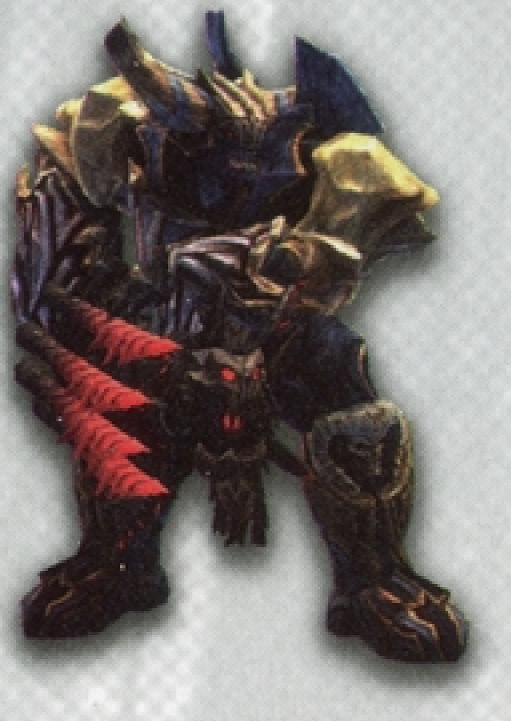
BERSERKER



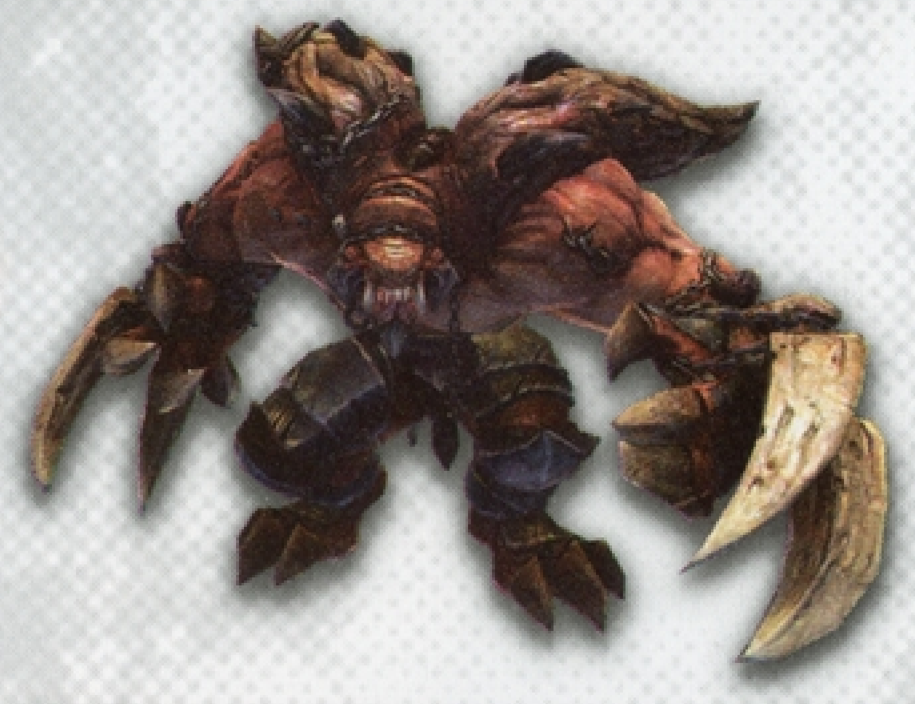
WRAITH SCOUT



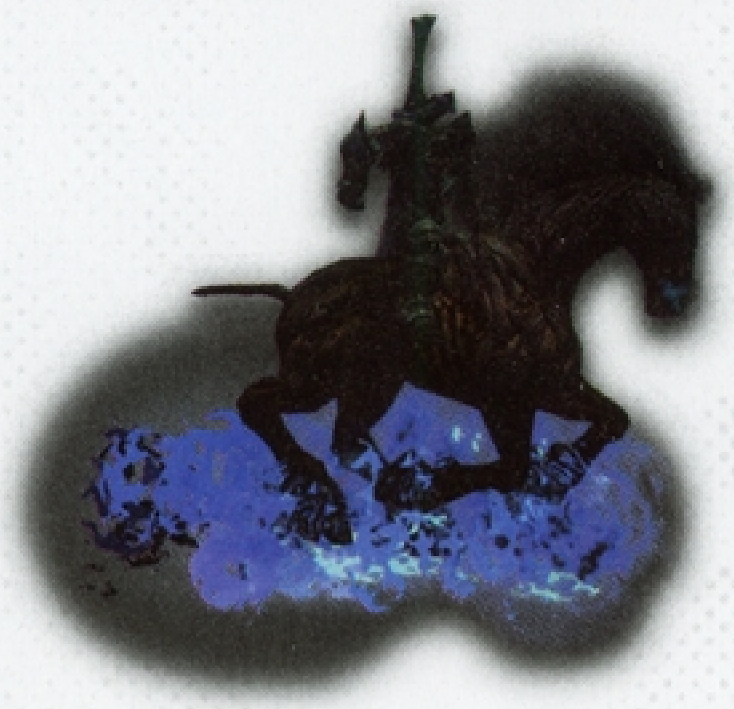
DEVASTATOR



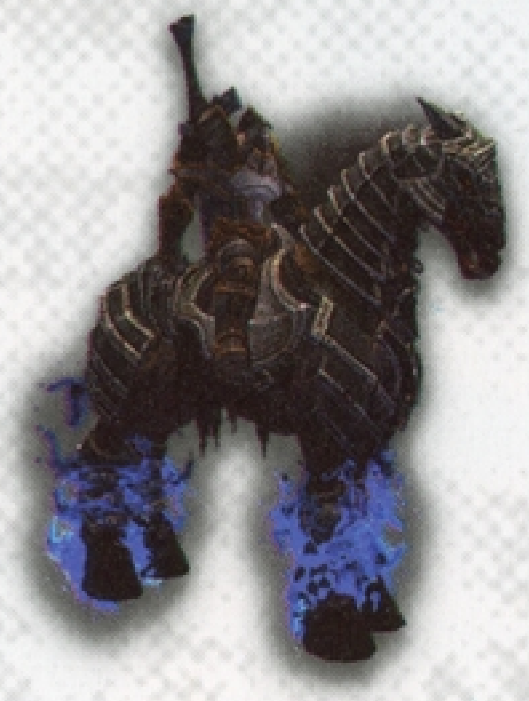
TRAUMA



ABYSSAL RIDER



ABYSSAL CHAMPION

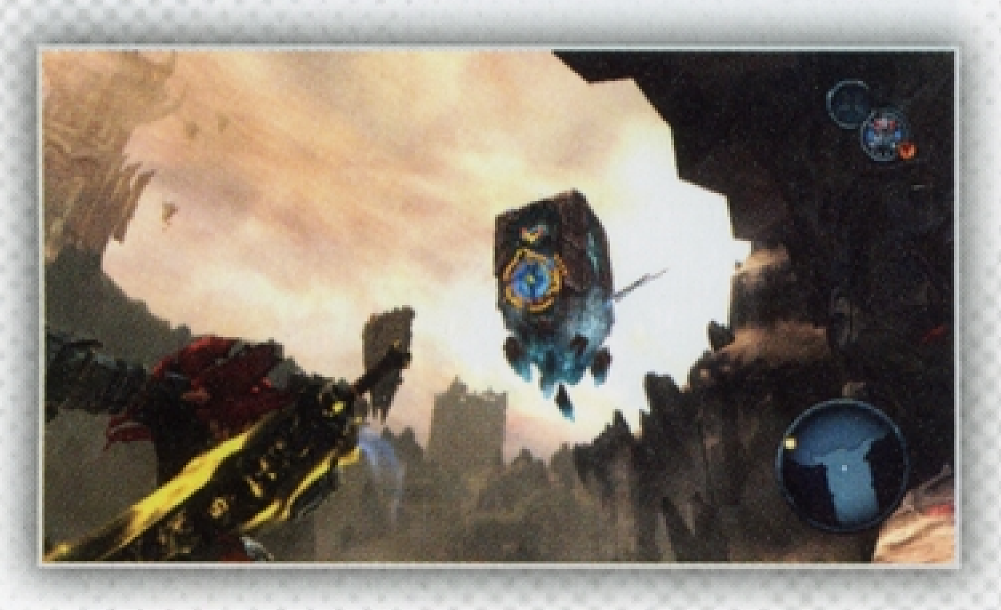


Destroy the Stygian

Samael's warnings of the giant sandworms known as Ash Titans weren't just fairy-tale scare tactics. You need only step off the solid bedrock and into the thigh-deep ash to be killed instantly by the massive beast patrolling this desert patch. The ash is too soft and slows you down far too much to outrun the Ash Titan. Your only choice is to use the Crossblade to activate the Chronosphere hovering above the ash. Then make a mad sprint across the ash to the solid piece of rock straight ahead.

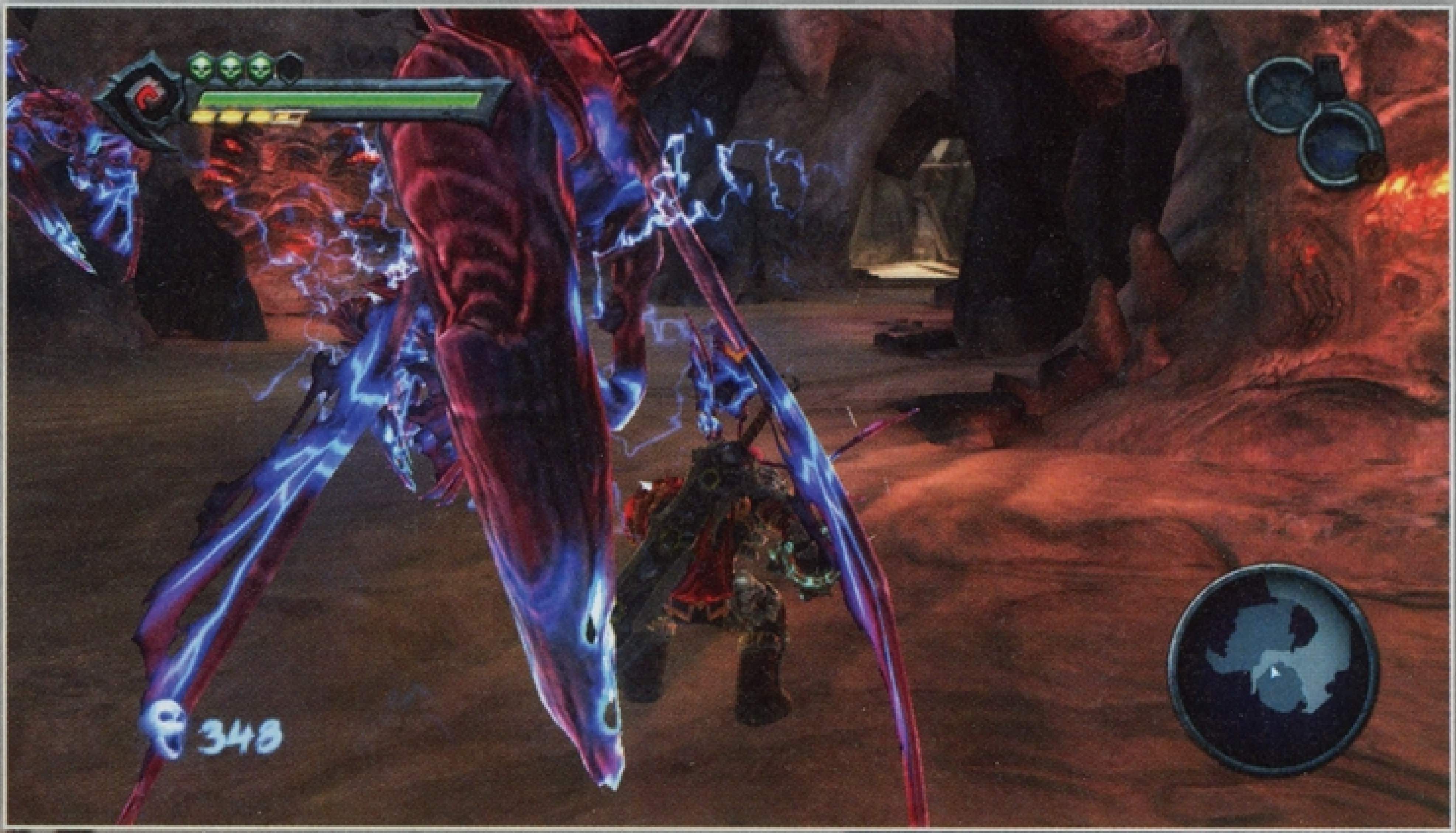
No Time to Explore

It's natural to look at the preceding maps and want to explore this massive patch of desert for caskets, but doing so is suicide. You're simply too slow in the powdery ash to stray from the path we describe—and the Chronomancer's effects are too short-lived. Follow this chapter's walkthrough, and you'll collect all of the items and Souls in due time.



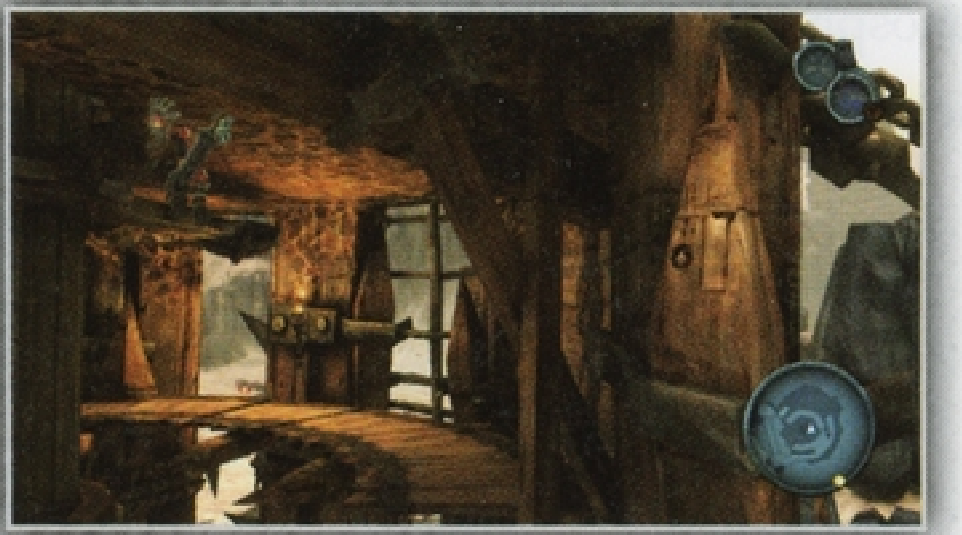
Samael wasn't kidding about those worms!
And the Stygian's supposed to be the 'mean' one.

Ascend the curving slab of rock to the wooden ledges across the gap. Climb up toward the casket in the distance. Let your Scythe taste the blood of the four Fallen Angels that appear, and then descend the left slab into the small cave below. Follow this spiraling passage beneath the ash and into a cave filled with Stingers. Stingers are electrically charged members of the Locust family. You can snap them in two, just like their green cousins. Blast at them with the Mercy pistol as they draw near, and then use the Chaoseater and your bare hands to finish them off. Exit the cave near the wooden tower on the right.



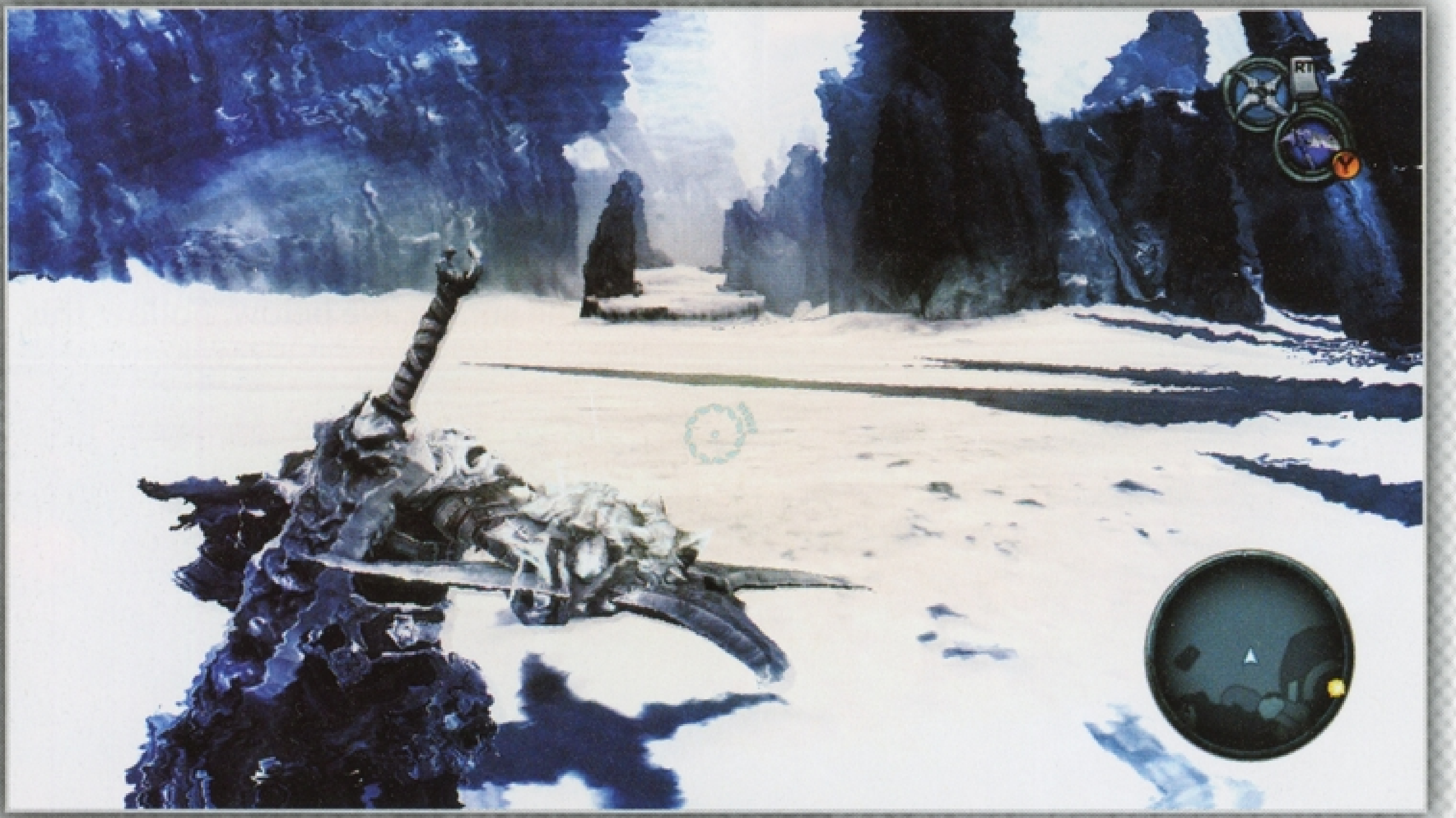
THE FIRST TOWER

The first drill tower is inactive, so you needn't worry about getting hit by the spinning blades attached to the drill shaft. Use the Shadow Current or Demonic Growth to ascend to the tower's middle level, locate the casket there, and climb the Demonic Growth to the ceiling. Traverse the tower's interior roof to the other walkway, and turn the crank to lower the lift holding the Chronosphere to ground level. Leap down from the tower and return to the mouth of the cave. Strike the Chronosphere with the Crossblade to slow time. Quickly dash across the plain toward the next section of solid bedrock to the west.

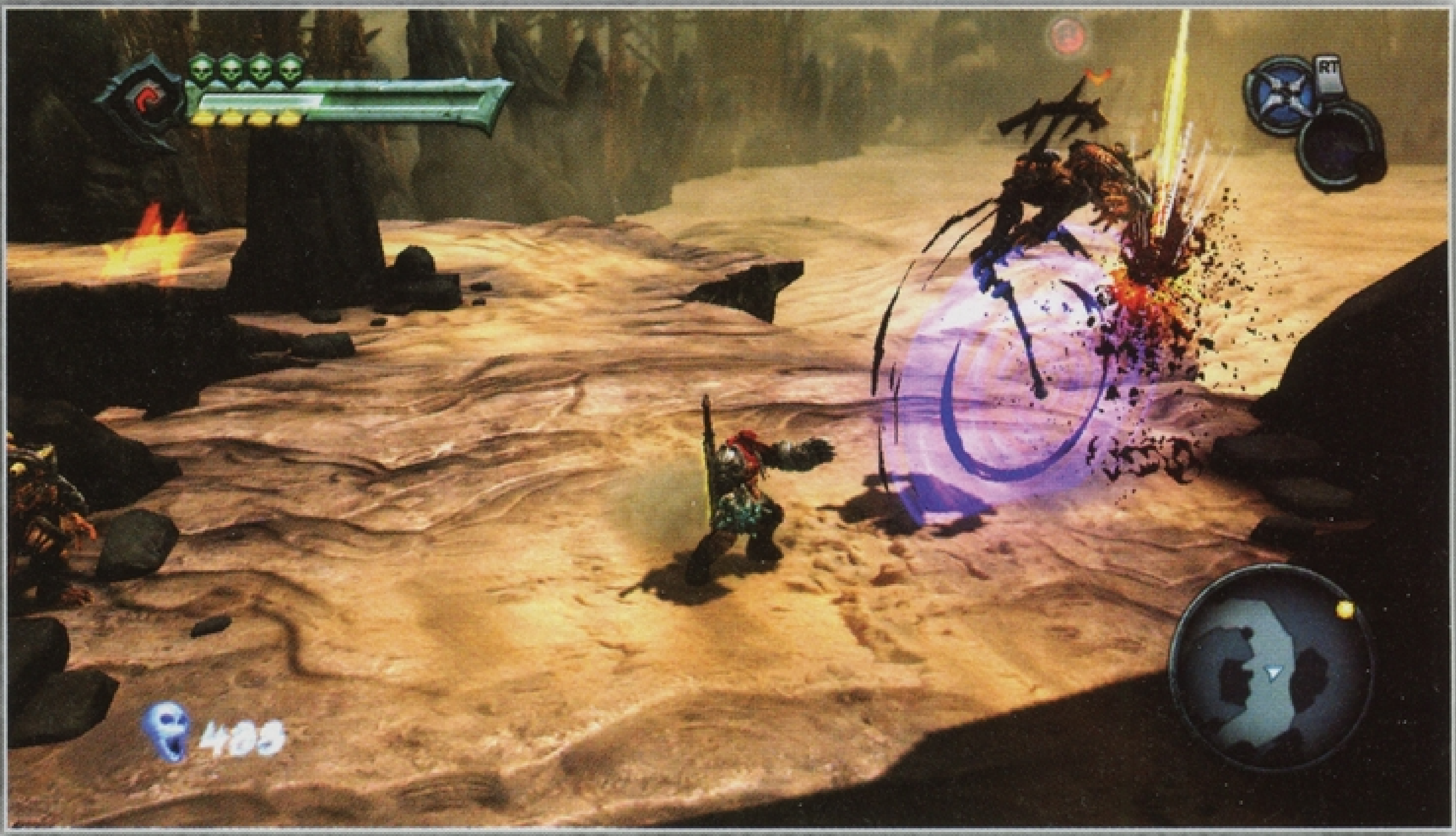


About the Towers

The demons that inhabit the Ashlands have constructed a series of four wooden drilling towers and barricades, which they use to keep them safe from the marauding Ash Titans. Each of these towers has a Chronosphere that you must access in order to continue your trek across the desert plains. Each tower is a puzzle waiting for you to solve.

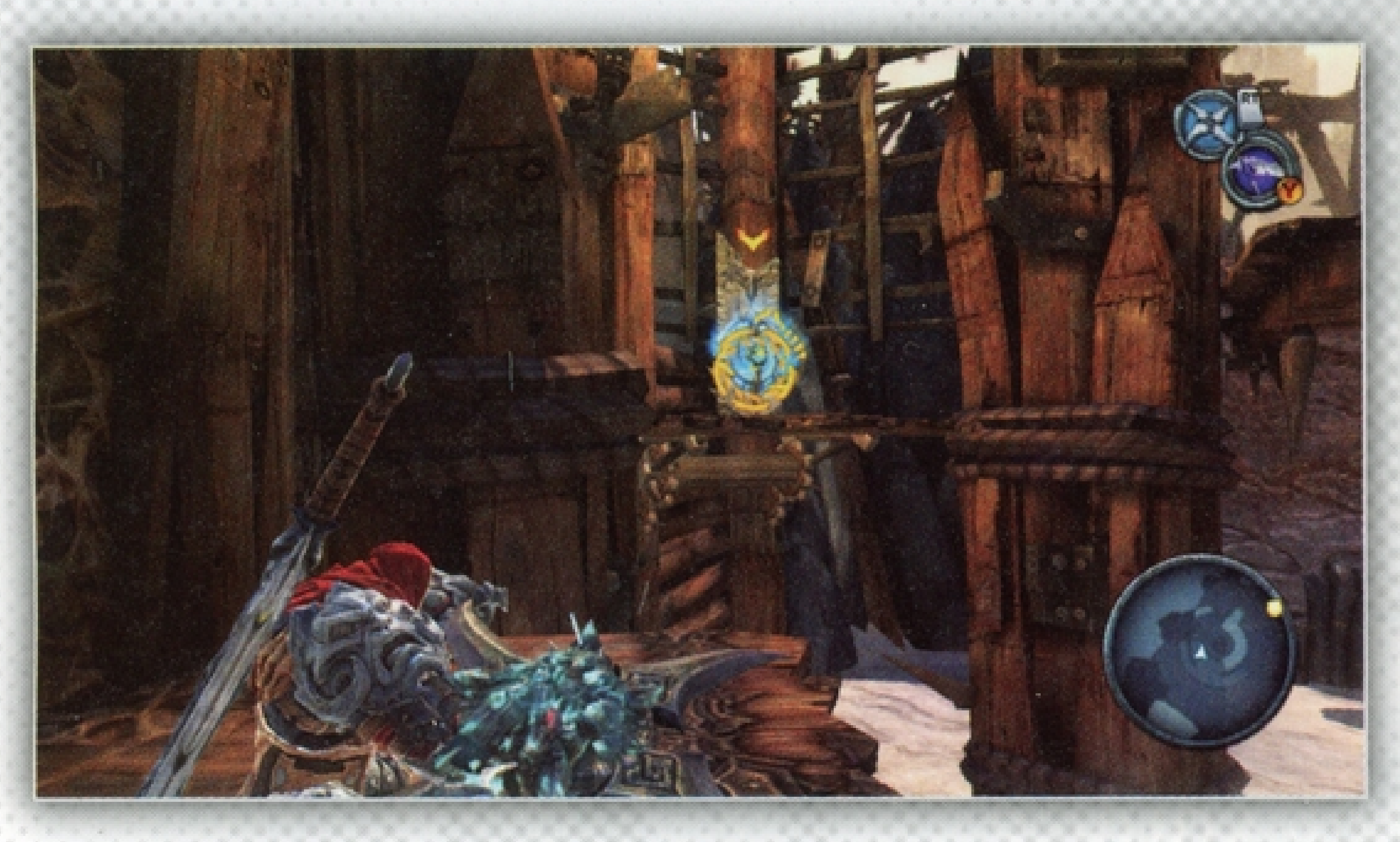


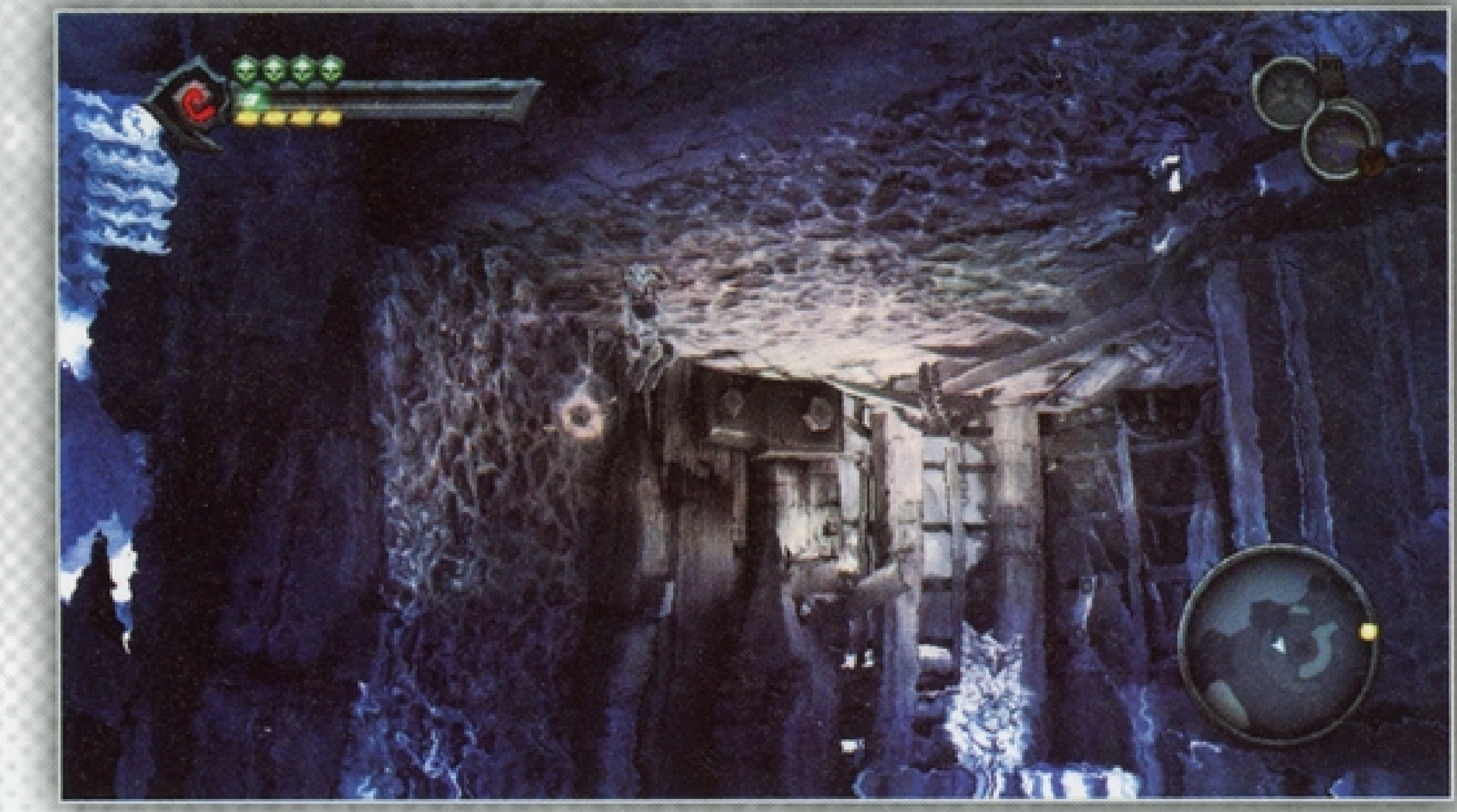
Fight past the Phantom Guard Soldiers and Phantom Captains that attack. Then continue along this sinuous rock path high above the ash. Use the Power Strike or Harpoon Tackle attack in conjunction with the Scythe to knock various hell spawn off the rock, into the Ash Titan's giant maw. Glide across the gap in the rock and continue on toward the second tower. Ignore the fallen bridge with the blue symbols at the path's end—this structure's purpose becomes apparent later.



THE SECOND TOWER

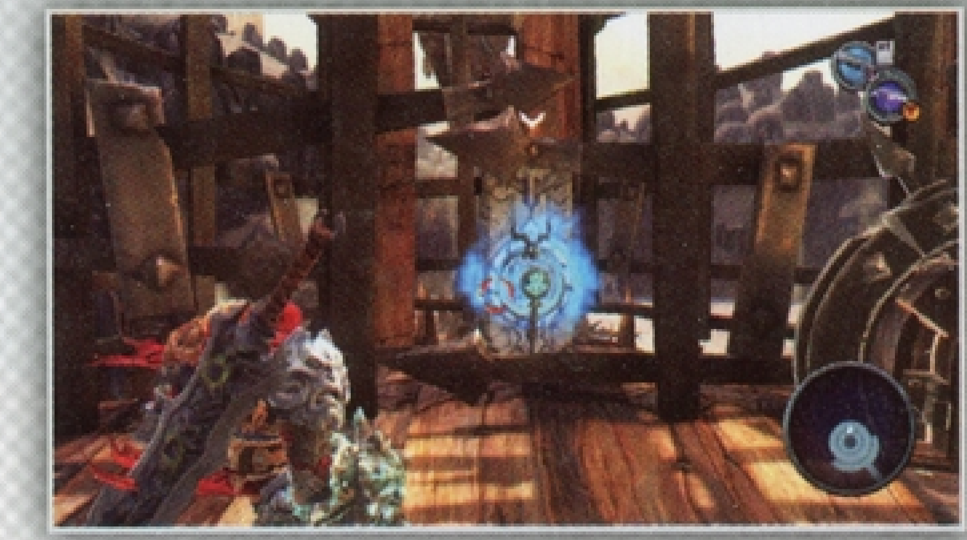
Slay the enemies that zip-line down from this second drilling tower's upper levels, and then proceed inside. The only way to continue north beyond this tower is to reach the upper level. However, the spinning blades connected to the drill shaft make traversing the ceiling impossible. You must first find and activate this tower's Chronosphere to slow the blades long enough to survive the climb. Ascend the Demonic Growth to the middle level, and turn the crank on the lift controls. This lowers the Chronosphere to an accessible position. Locate the Demonic Growth that climbs the tower's inner side toward the ceiling. Use the Crossblade to hit the Chronosphere. Quickly climb the Demonic Growth to the ceiling and traverse in a counter-clockwise direction, from left-to-right, in front of the spinning blade. Tap the Dash button to move faster as you climb.





Kill the Phantom Captain waiting on the walkway's far side. Glide across the pit to the Demonic Growth on the rocks that lead to the next pair of towers. You must solve the final two drilling rigs' puzzle to access the underground tunnels leading further into the demon's hive.

THE FINAL TOWERS

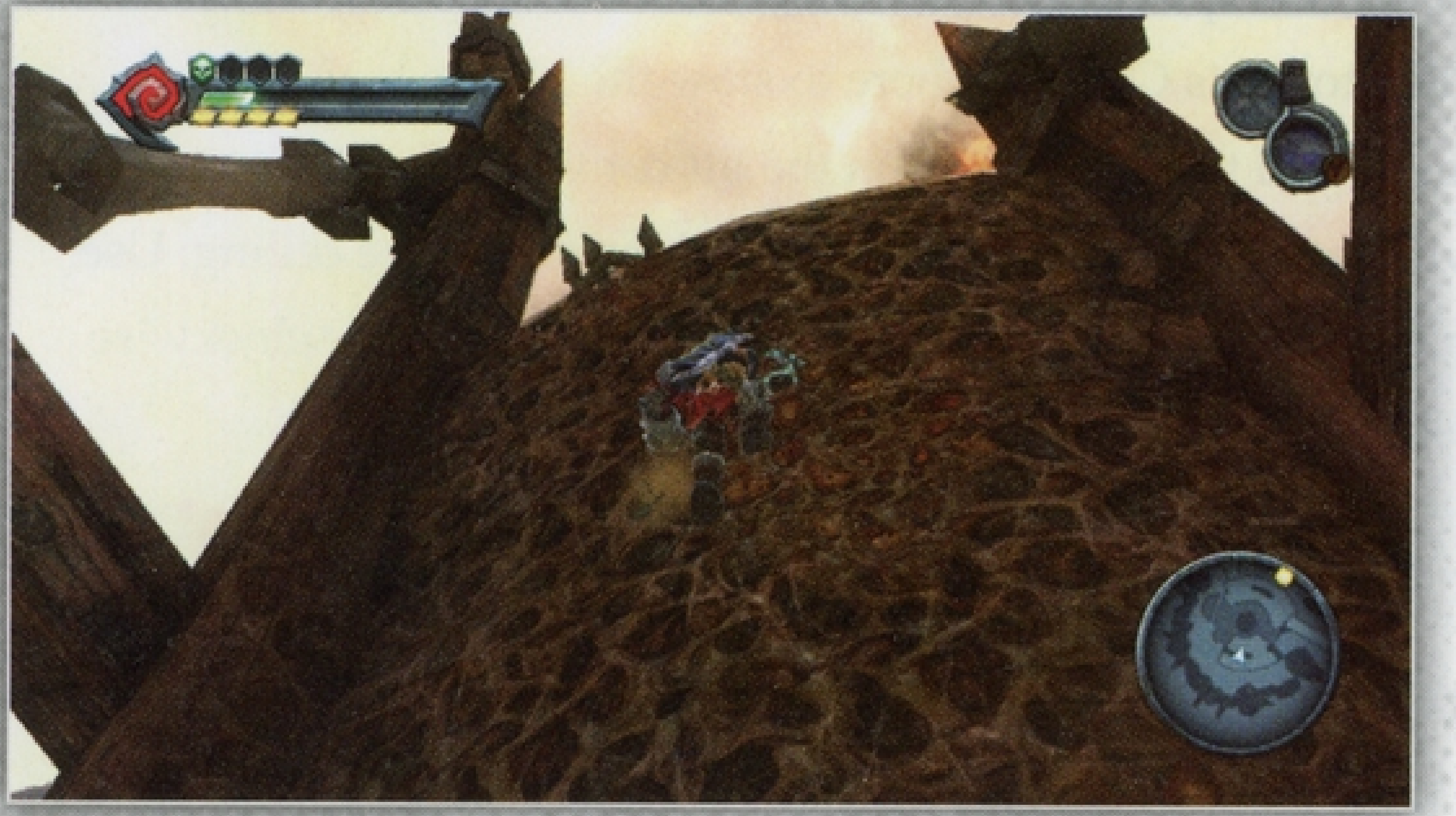


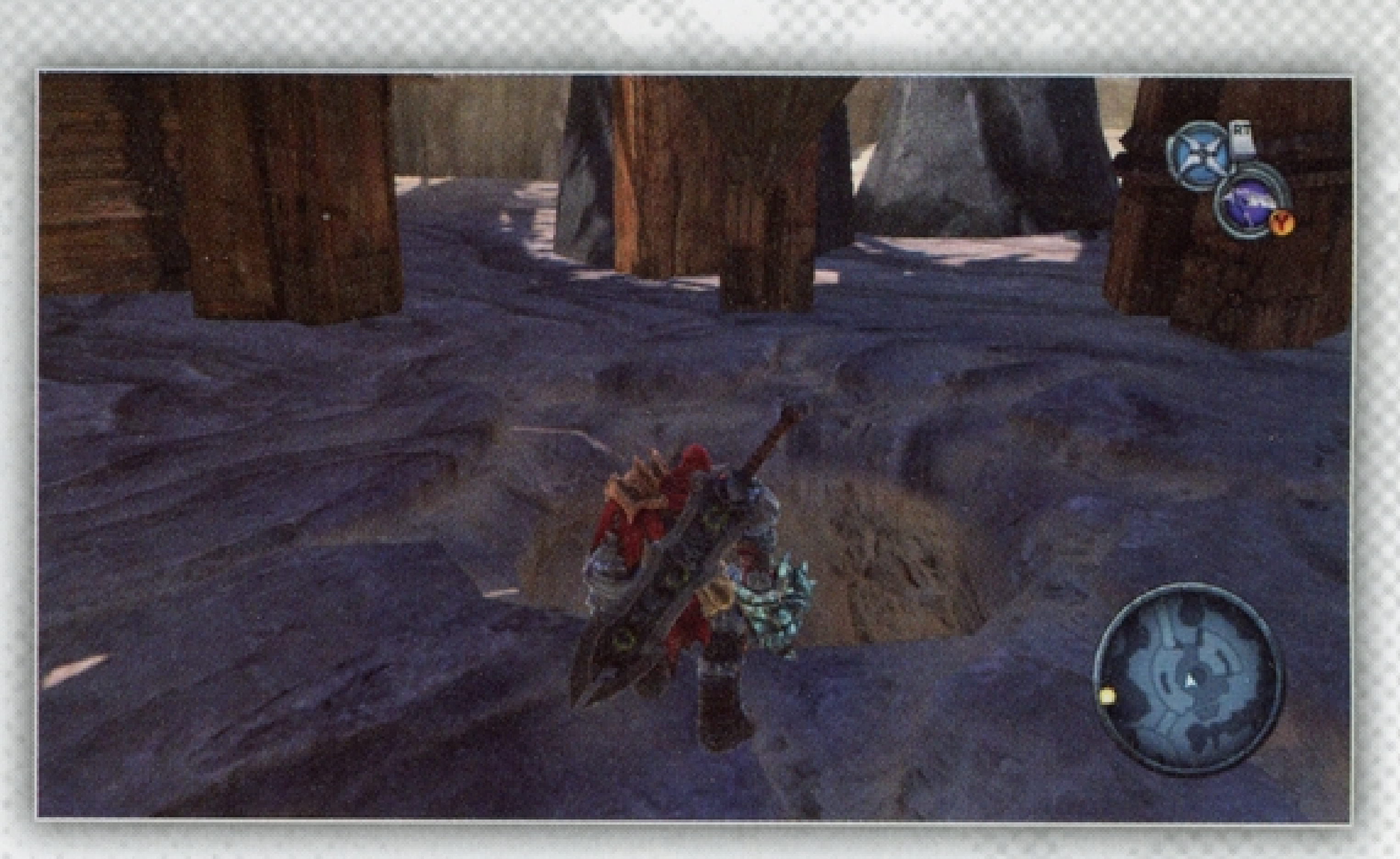
Your ultimate goal here is to find a sticky bomb to destroy red crystals that have grown between the towers. Follow the walkway past the nearest tower to the furthest, and ascend to the middle level, where a sizable Phantom Captain contingent awaits. Use the Death's Rage attack with the Scythe to soften them up. Then launch into a series of Instant Kills to keep your Wrath and Health meters full.

Locate the firebomb and the Chronosphere, and resist the urge to turn the control for the Chronosphere's lift. Instead, stand close to the firebomb and throw the Crossblade at the Chronosphere—aim between the metal beams. Then grab a firebomb and jump to the ground below. You must act quickly to throw the firebomb at the red crystals before the Chronomancer's effects wear off. Ride the Shadow Current back up, and turn the crank to lower the Chronosphere's lift.

Take a position near the Demonic Growth that grows up toward the ceiling, and hit the Chronosphere with the Crossblade. Quickly scamper up the Demonic Growth and traverse in front of the spinning blade to the other side. Locate the casket containing the **Empty Vessel** on the outside walkway. Then cross the bridge to the middle level of the adjacent tower.

Turn the crank on this level to access the Chronosphere. Once again, use it to traverse the tower's ceiling in front of the spinning blade. Exit the tower's other side and climb the Demonic Growth to the tower's very top, where you find one final control terminal. Turn the crank to lift the drill out of the hole beneath the tower. Now you have a way to access the underground tunnel. Drop back down to the ground level, and leap into the hole to enter the tunnel.



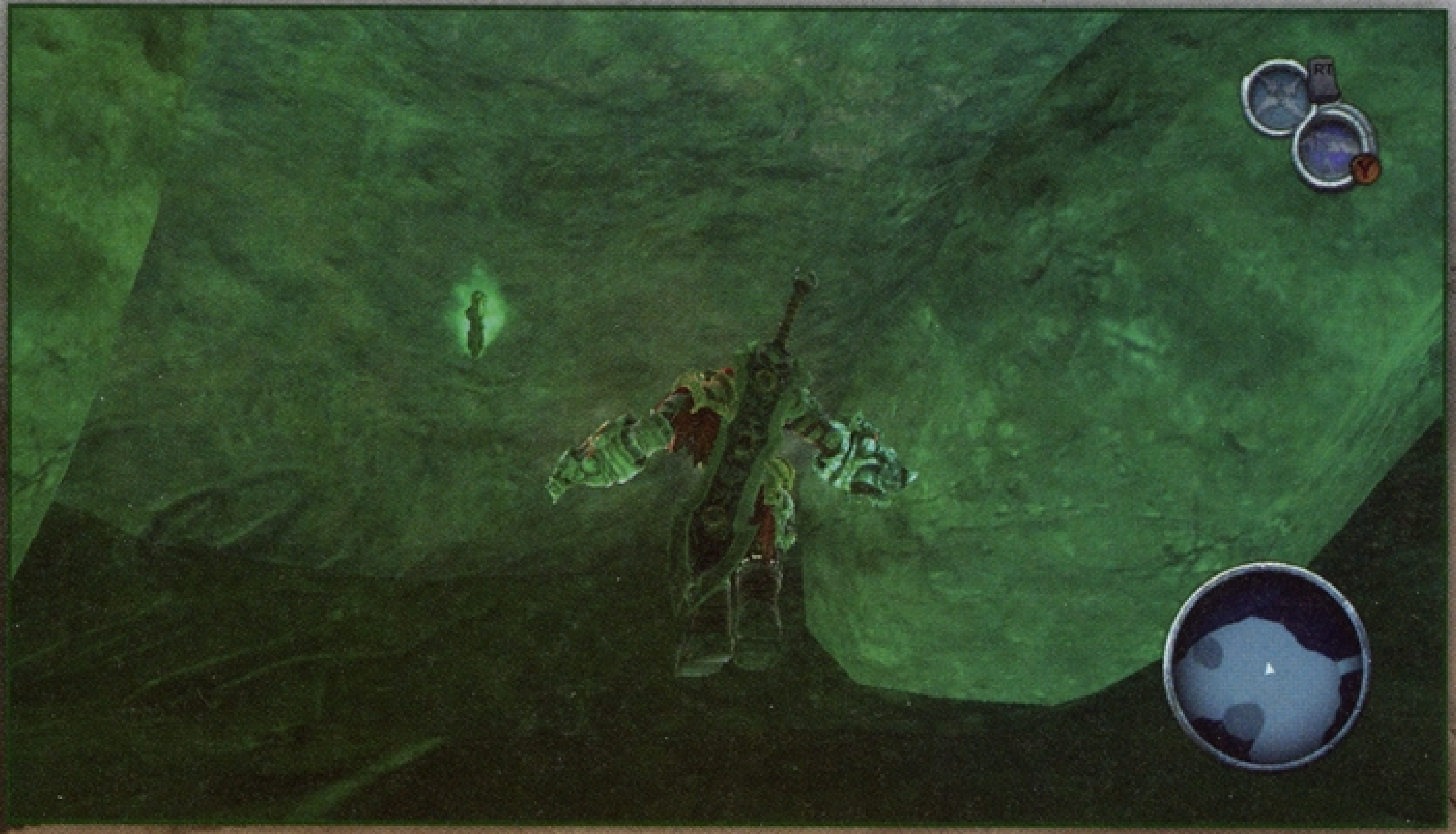


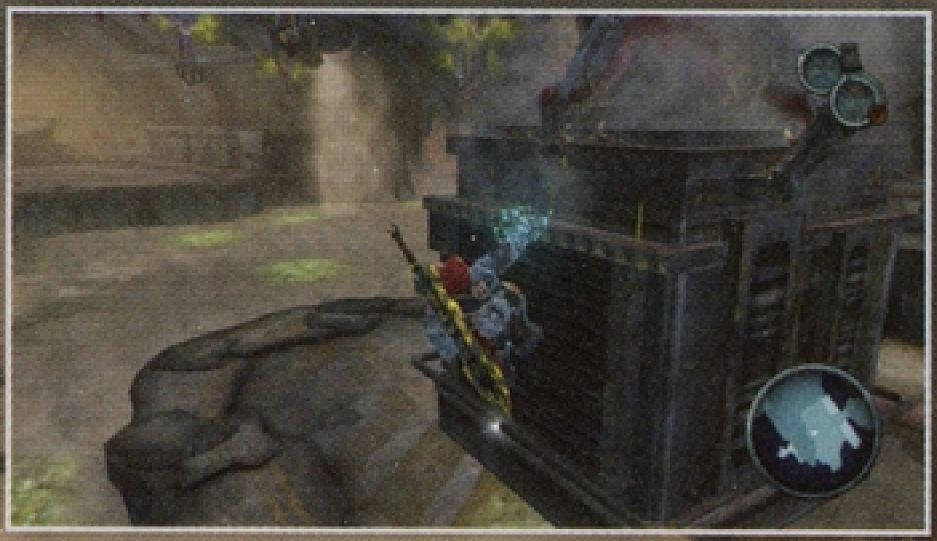
INTO THE TUNNELS

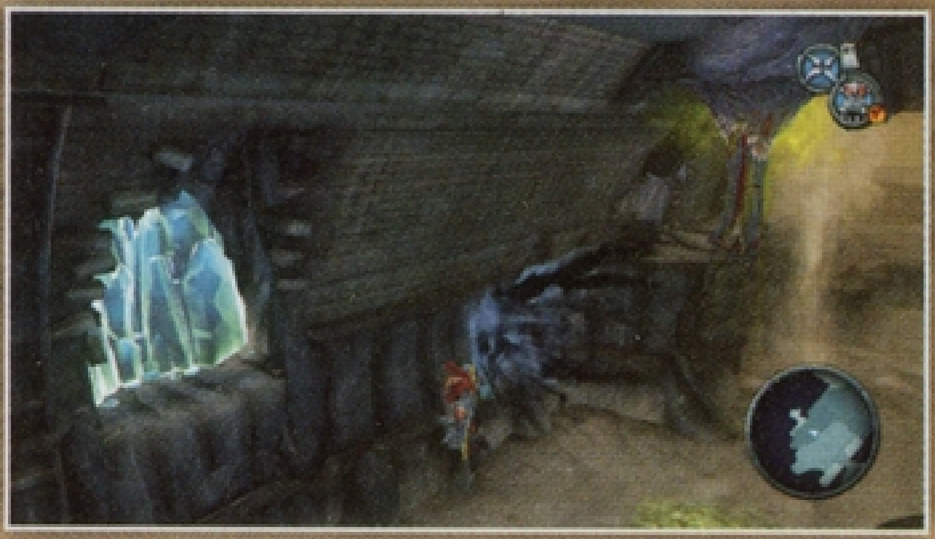
Exit the water and proceed into the former road tunnel to the east. This tunnel's roof is home to half a dozen Goremaws, and walls of blue crystals block several nearby alcoves. Smash the blue crystals on the left to uncover a massive metal crate. Push the crate under the Goremaw nearest the upper ledge's blue crystals. Quickly grab the crate before the Goremaw picks it up. Glide over to the blue crystals on the ledge and shatter them with the Tremor Gauntlet to uncover a Chronosphere.

ARTIFACT: SOLDIER

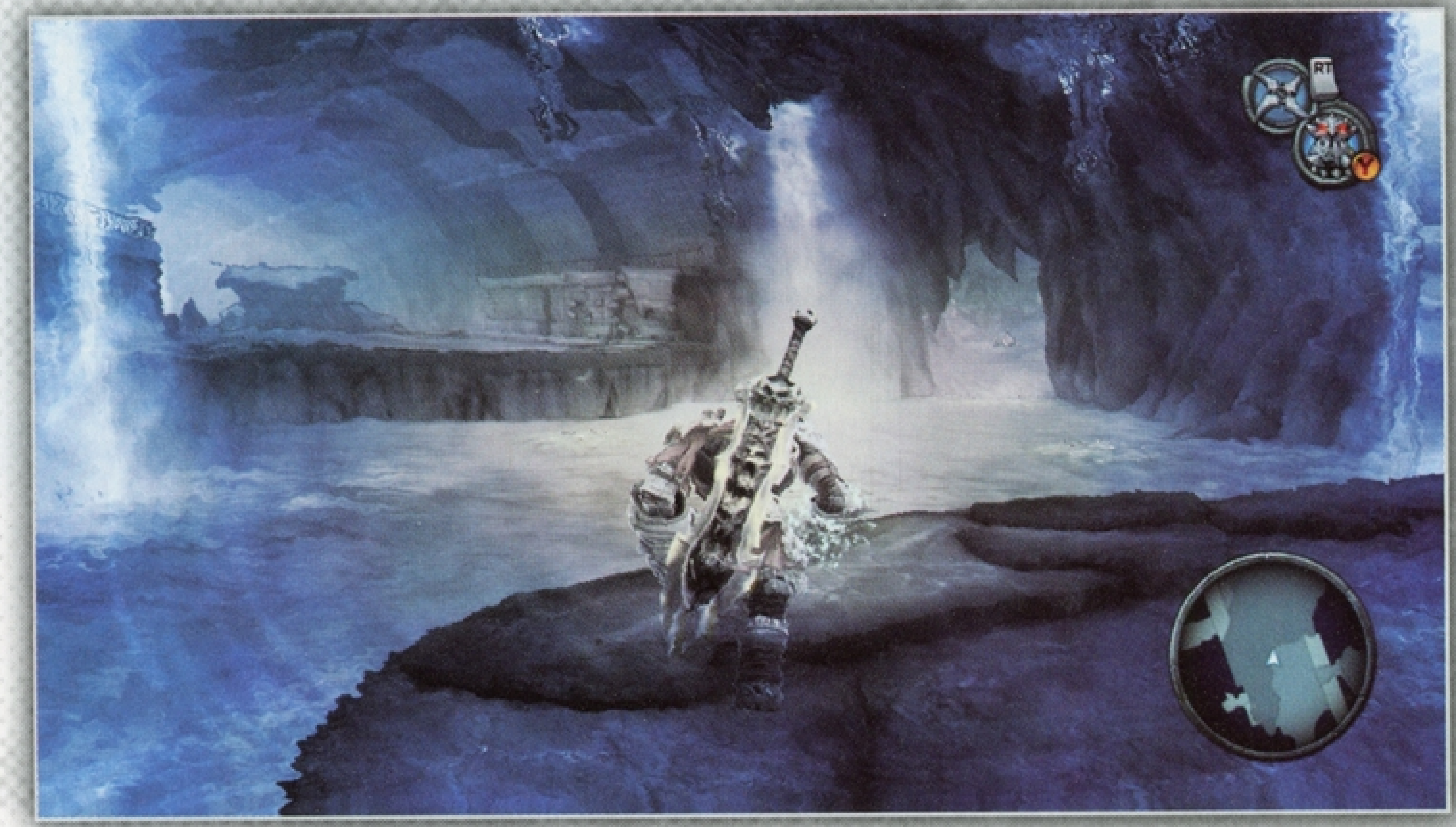
Your entrance into the tunnels below the drill rigs lands you in a surprisingly deep underground lake. Descend to the very bottom of the lake and swim to the southwest corner to find this **Artifact**.







Activate the Chronosphere and quickly dash across the field of ash, past the Goremaws hanging above, and into the cave on the tunnel's far side. Use the Chronosphere there to buy enough time to grab a firebomb. Line up an accurate throw at the red crystals growing on the ceiling above the tunnel's center. Kill the Fallen Angels that appear from the opposite tunnel. Then leap onto the massive rock slab that falls from the ceiling.



Leap from this rock slab in the center to the tunnel created by the Fallen Angels. Drop into the water up ahead, and swim past the Deep Lurkers to the Demonic Growth at the cavern's end. Climb back up to the surface of the Ashlands. Collect the Souls from the casket on the other side of the wooden ring that surrounds the pit. Ascend the terraced set of rock slabs and enter the cave to the north—it's time to bring the fight directly to where the Phantoms live!

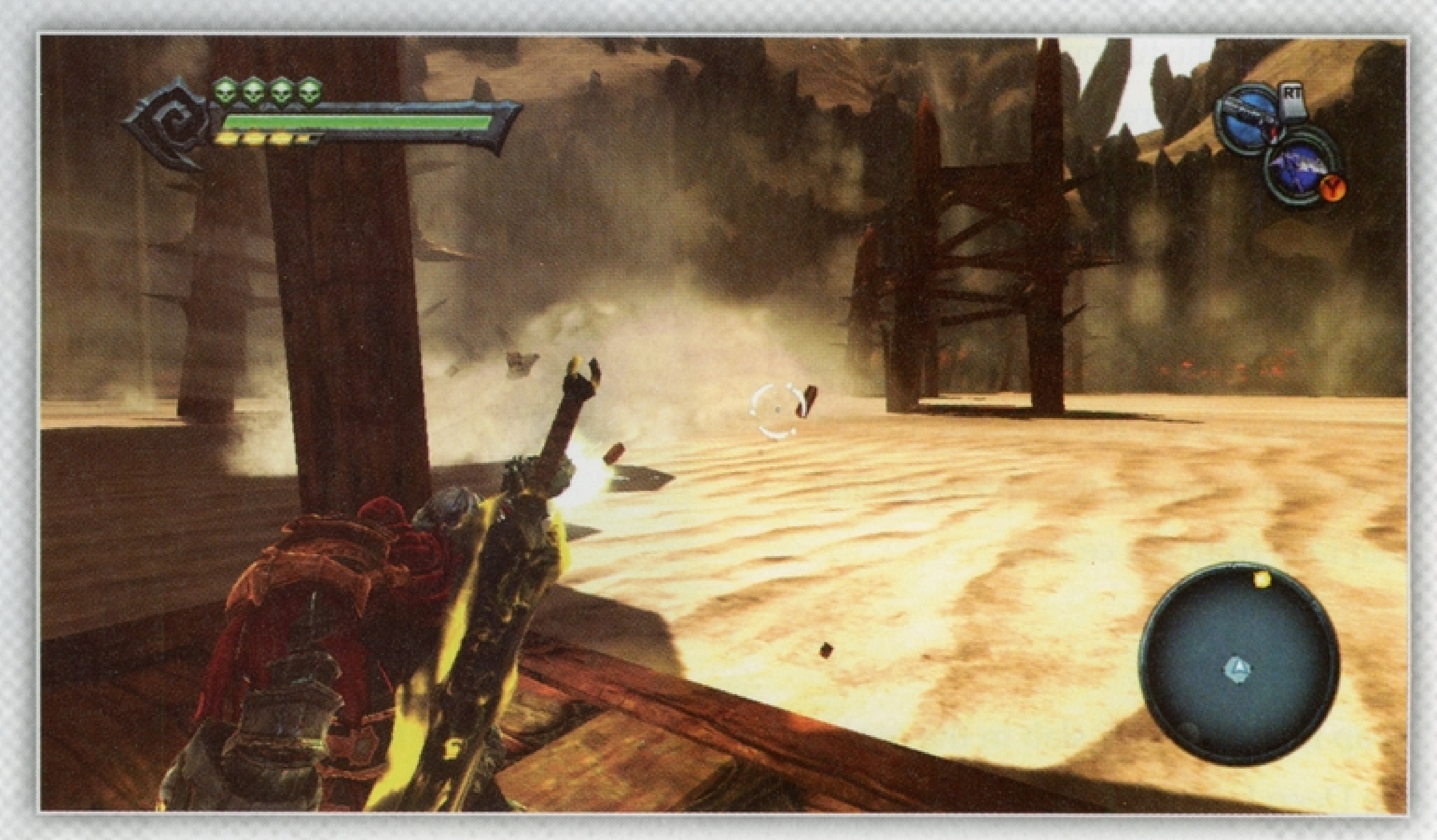
INTO THE PHANTOM DEN

Your journey to the Stygian is about to get a whole lot more exciting! Dozens of Phantom Captains, Phantom Guard Soldiers, and Wraith Scouts attack under the watchful eye of a Berserker observing from the ledge above. Equip the Mercy and Scythe. Unleash Scythe attacks when enemies get close, and fire the Mercy at more distant foes. Mix in well-timed Blade Geyser attacks when you're surrounded, and use the Power Strike to knock Wraith Scouts out of the air. Secure the Health from the casket in the corner, and use Instant Kills to replenish spent Wrath. The Berserker eventually joins the fray—activate Stoneskin for increased defense, keep moving, and fire the Mercy at the beast to soften it up.

Proceed up the ramped path and follow the wooden walkway around the bend, toward another large enemy contingent. Unleash Chaos Form to make quick work of them and continue down the path, past the Stingers, and out to the next ash field.

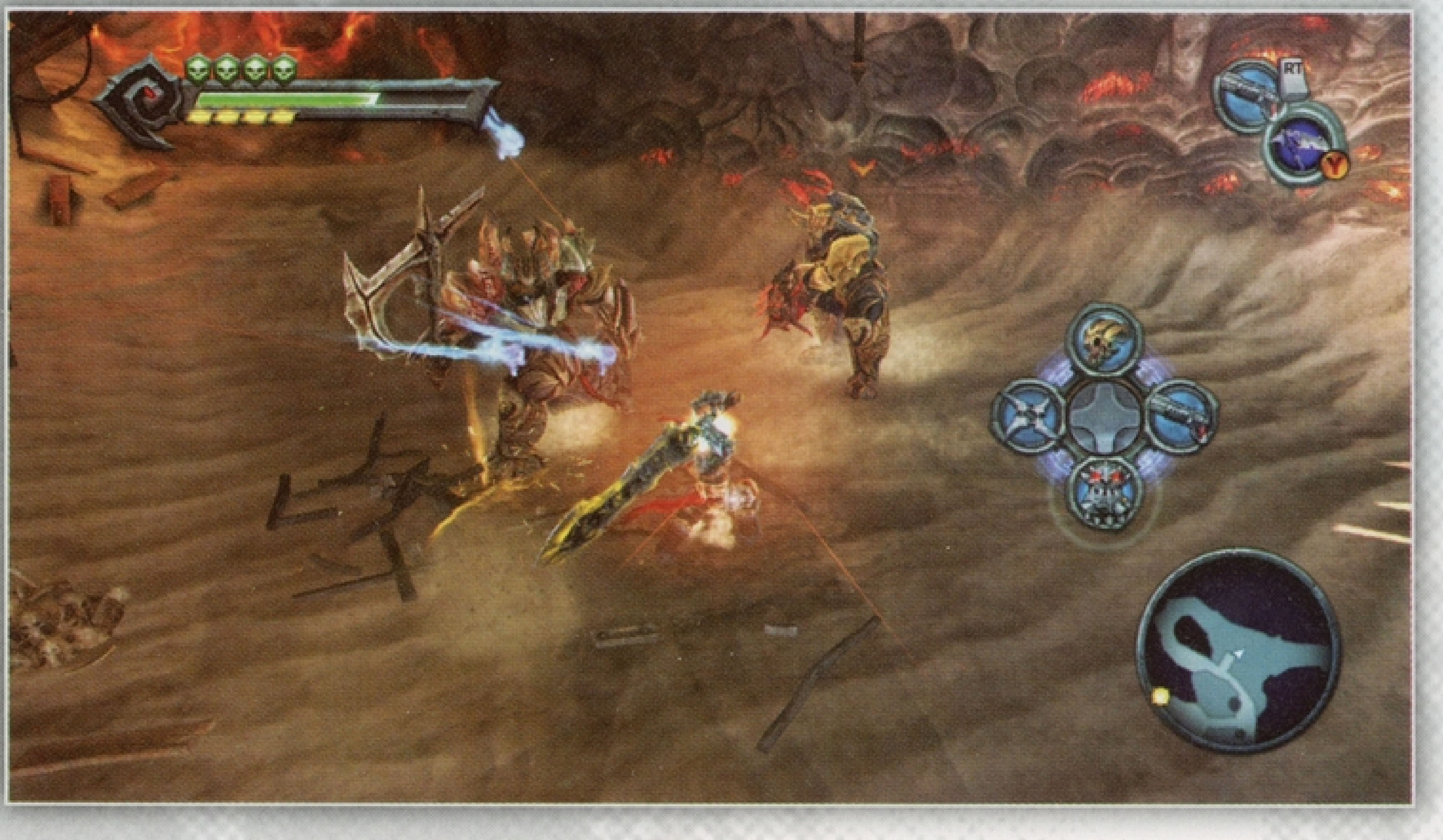
CROSSING THE SECOND ASH FIELD

You don't have the benefit of a Chronosphere to cross the second ash field. Fortunately, the Ash Titan patrolling this particular field isn't quite as hungry as the previous one. Better still, you can sprint to a series of wooden towers scattered across the plain for safety. These towers are just the right distance apart for you to reach before the Ash Titan swallows you whole. Wait for the Ash Titan to move to a distant part of the field, then jump into the ash and run as fast as you can to the next tower. Continue from tower to tower and eventually to the cave on the field's east side.



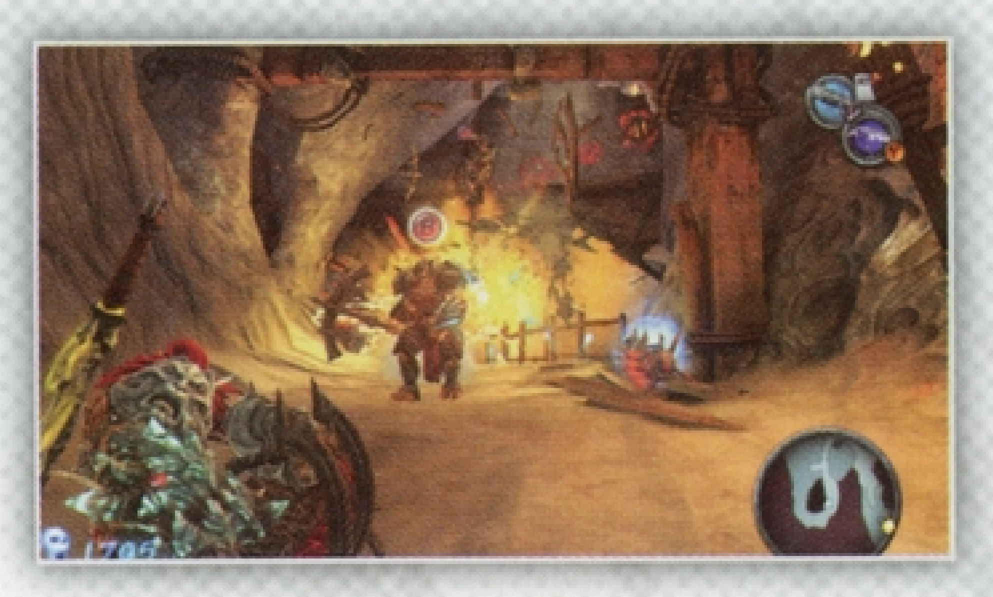
IMPRESSIVE FIREPOWER

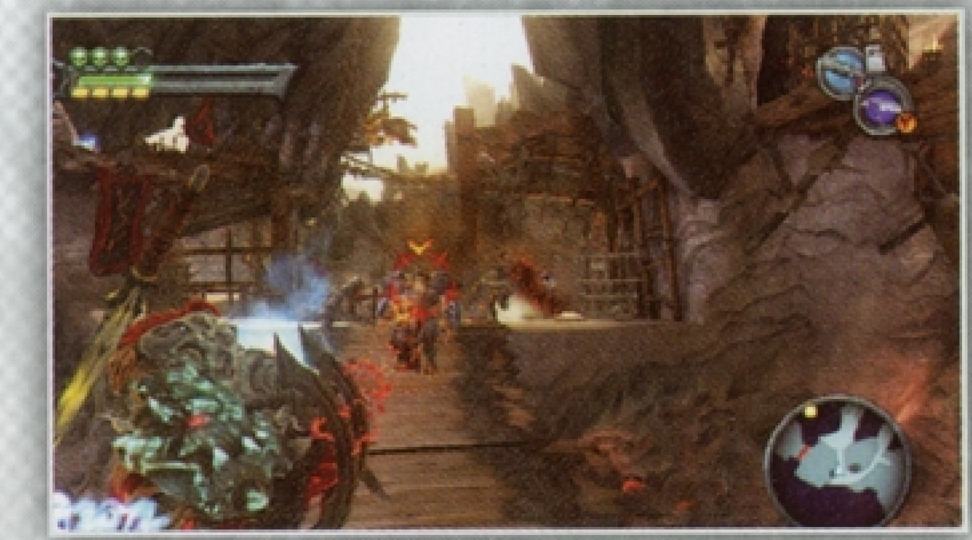
The Phantom army must have expected you to reach their inner sanctum because they have called in reinforcements on a terrifying scale! The circuitous path through the Phantom home crawls with hundreds of Phantom units, including numerous Berserkers and Devastators. Use the Blade Geyser and Scythe to crush the initial ambush. Then watch for the Devastator to appear—this is the Phantom unit with the massive gun! Devastators carry a Fracture Cannon that fires explosive shards. These shards stick to their target and detonate with tremendous force. The Fracture Cannon can fire up to four shards between detonations, but the explosions damage anyone and *anything* caught in the blast radius. Close the gap on the Devastator and hit it hard with the Blade Geyser, Chaoseater attacks, and the Tremor Gauntlet's powerful Tremor Punch or Earthbreaker attack.



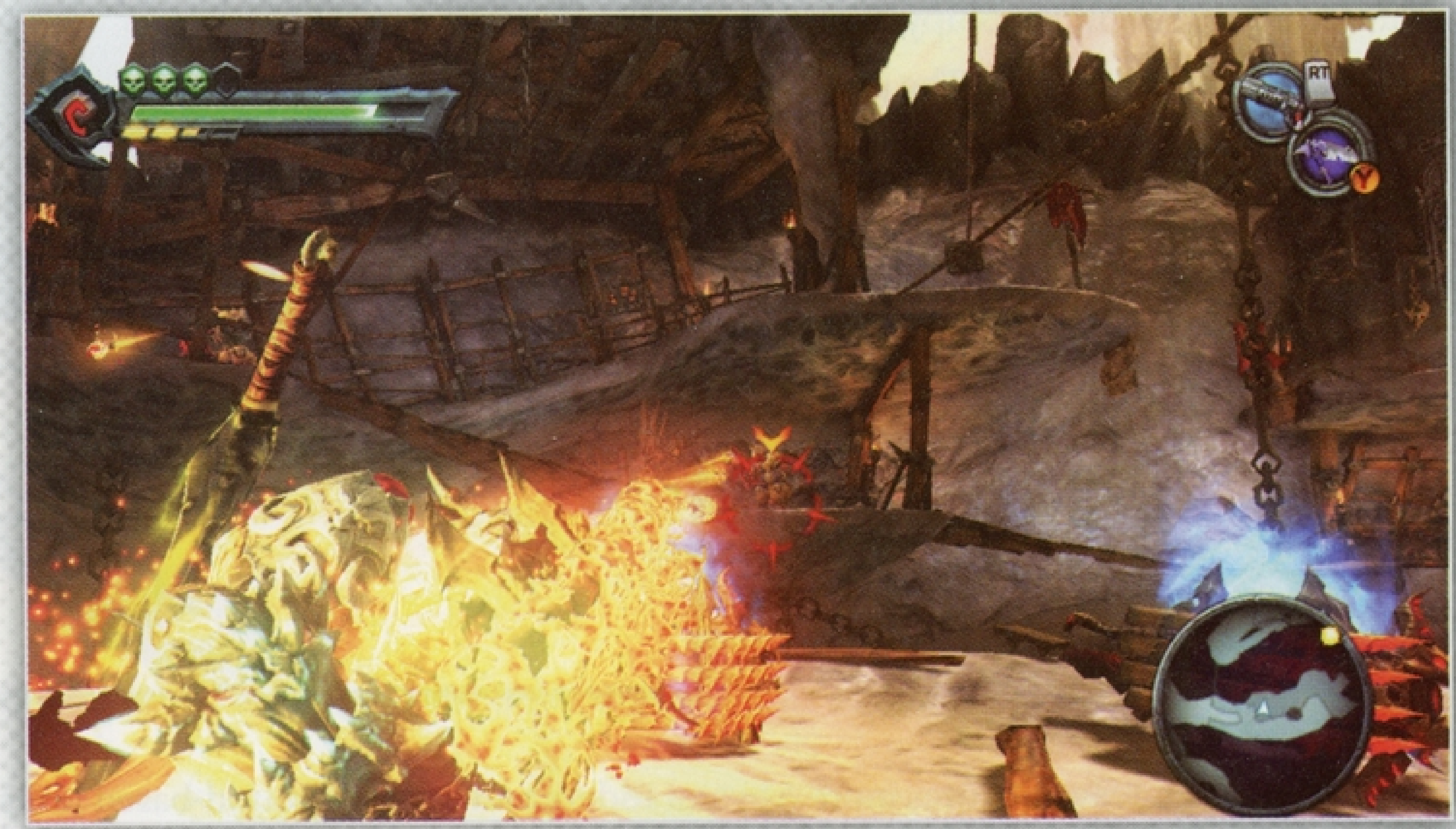
New Weapon! Fracture Cannon

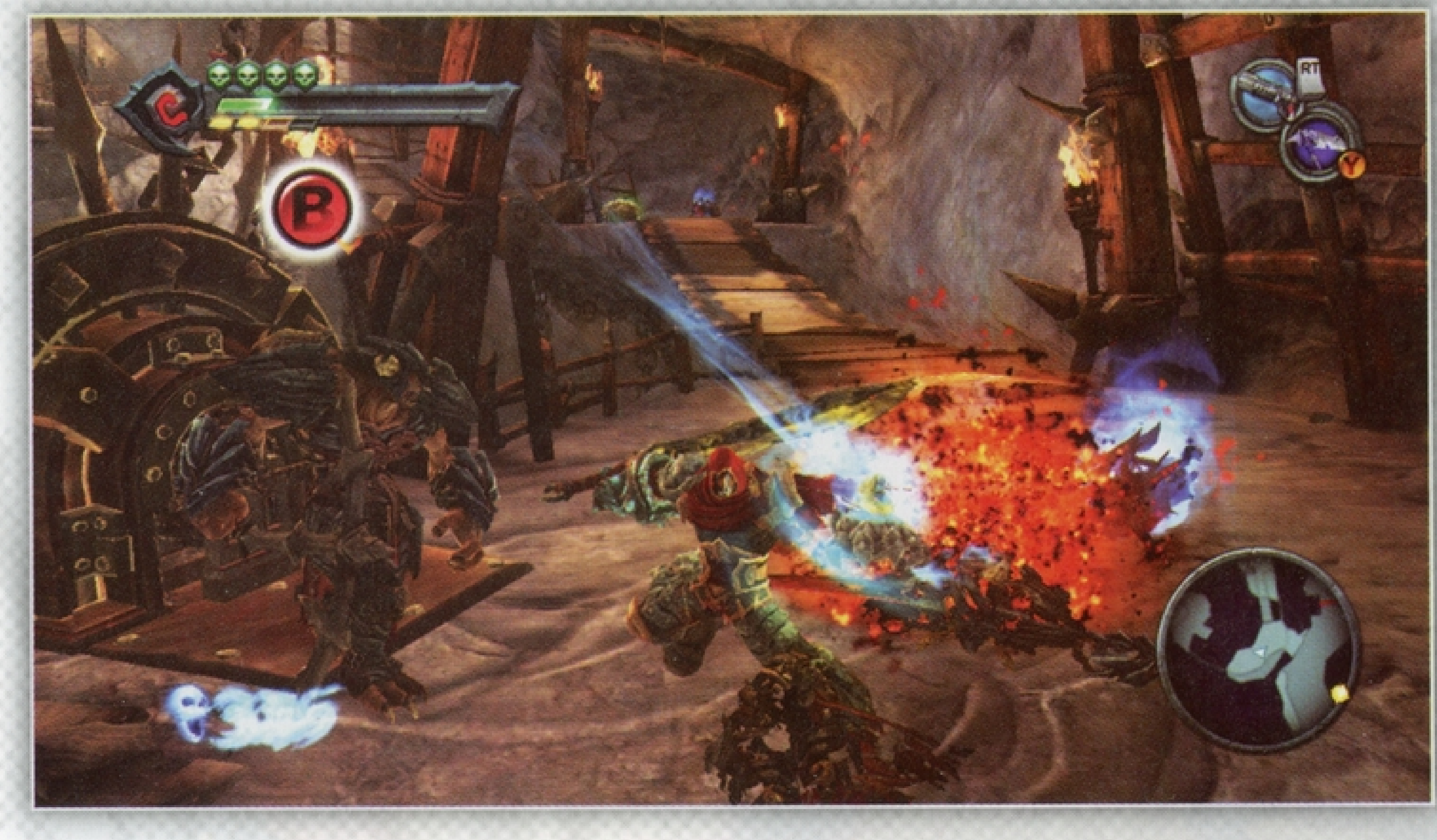
Pick up the Fracture Cannon after you defeat the Devastator, and relish in this opportunity to decimate the Phantom horde with its own weaponry! Press the Use Gear button to fire up to four individual fracture shards, and then tap the Focus button to detonate them. The shards stick into enemies, the ground, or even crates and pieces of the environment. They explode in a large enough burst to eviscerate several enemies at once. You can kill low-level thugs like the Phantom Guard Soldier with a single shard, but Berserkers and Devastators require several direct hits.





Grab the Fracture Cannon and proceed up the path beyond the casket. Follow the trail around the bend, deeper into the Phantom quarters. Rapidly fire shards at every enemy that comes out of hiding—watch for additional Devastators on distant walkways and perches. Detonate the shards by pressing the Focus button before they get too close. Continue wielding the Fracture Cannon and push deeper and deeper into the Phantom fortress. Alternate between firing shards at the enemies as they appear and detonating the ones you've fired. Don't forget to detonate the shards you've fired—you cannot fire more than four shards before detonating the ones you've already launched!





Follow the path to the narrow canyon that wraps around the chasm up ahead. Drop off the ledge and continue firing the Fracture Cannon at enemies that appear. In this next section, consider putting down the Fracture Cannon briefly to thin the herd with a Blade Geyser attack. Resume using the Fracture Cannon when the Phantom Guard Soldier raises the drawbridge from afar. Multiple Devastators take positions on the switchbacking trail across the cave. Strafe back and forth to avoid their attacks, and take them out. Before you fire shards, wait until the reticule turns red, signaling that you've lined up a direct hit.

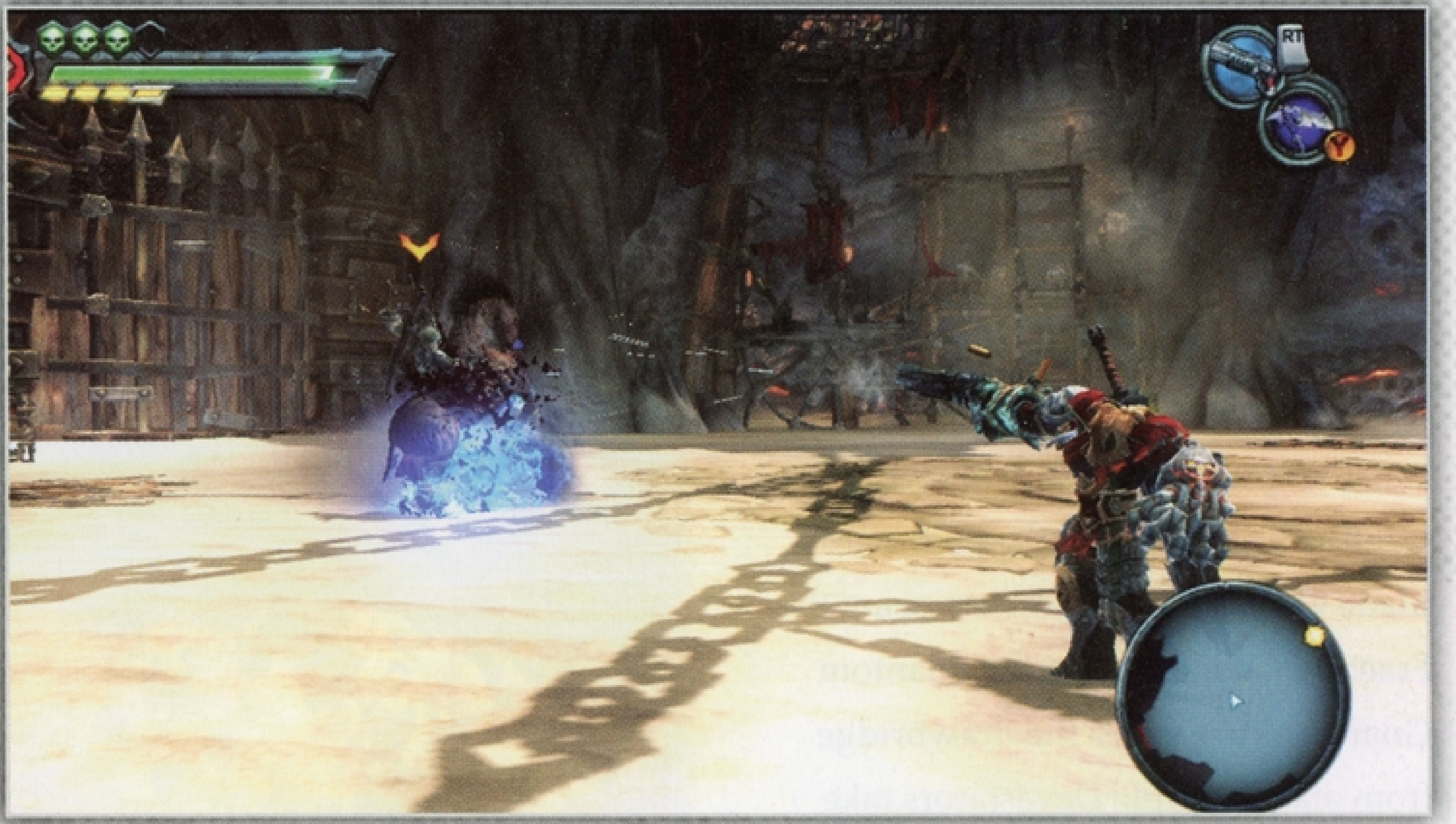
Cross the drawbridge when you can, and put down the Fracture Cannon for a little close-range combat. Remember that Fracture Cannon explosions can take a lot out you if you're too close when they detonate. Use your Wrath Powers to gain the upper hand on the attacking Phantom Captains and Berserkers. Then reclaim the Fracture Cannon and continue up the trail. Push on deeper into the den until you arrive in an arena-like setting.

Watch Your Back!

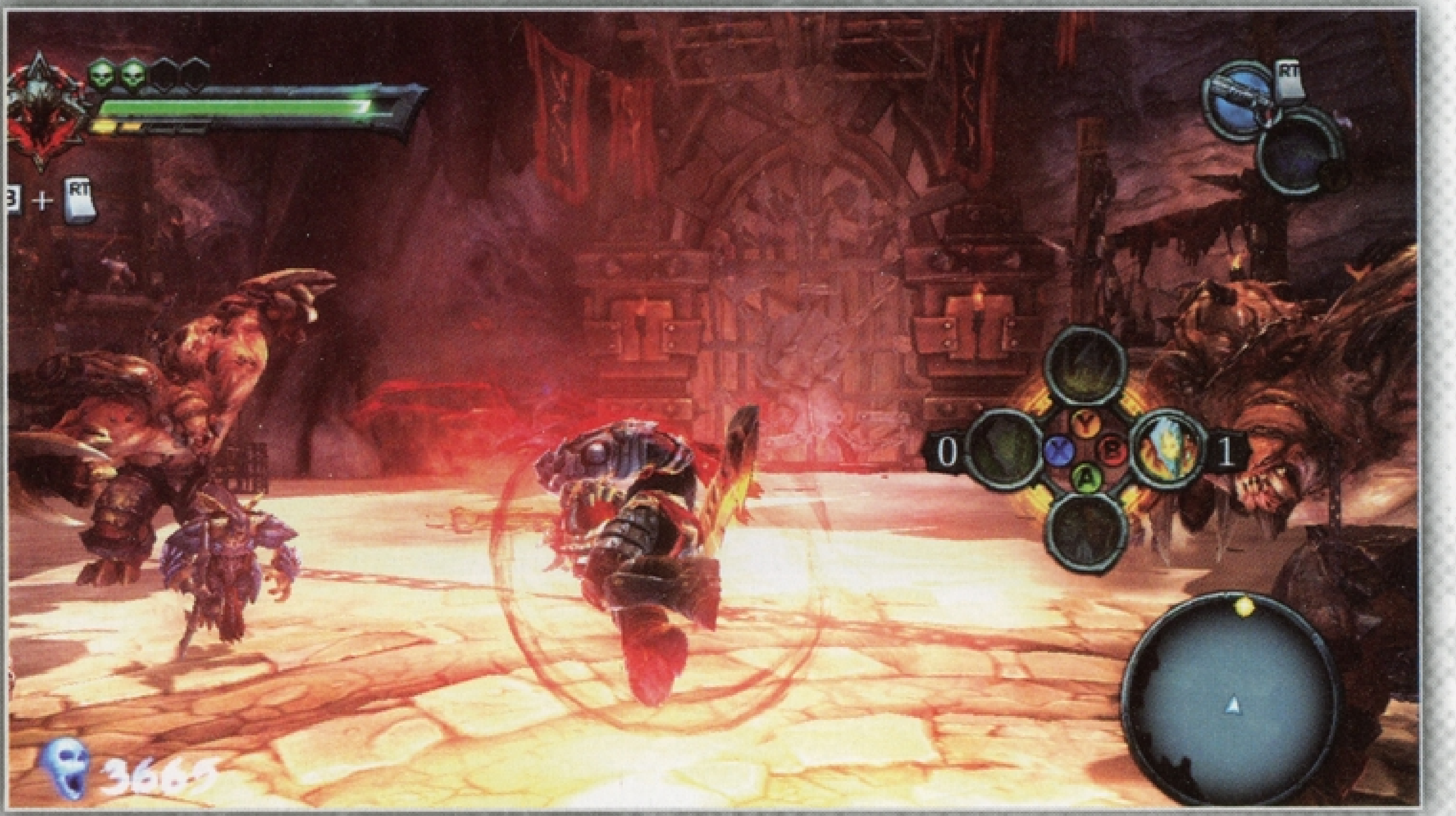
The trail's switchbacking nature on the cave's far side presents a challenge, as it gives enemies the chance to attack from both sides. Focus on enemies further up the trail, but be sure to watch for any sneaking up from behind. Many of them zip-line across the cavern, so don't bother trying to raise the drawbridge—they can get around that without delay!

ARE YOU NOT ENTERTAINED?

You emerge from the cave system in a massive, cliff-lined area where countless Phantom units occupy balconies in every direction. The gates open briefly, and two Abyssal Riders charge in on horseback. You don't have the Fracture Cannon at your disposal, but you still have Mercy! Gain a target lock on an Abyssal Rider and open fire with the pistol to weaken it. Strafe to avoid the stampeding horse, and slash at the rider as he passes.



The second attack wave features more Abyssal Riders and several ground-based units. Continue using Mercy against the Abyssal Riders, then unload with the Scythe against foot soldiers as they get close. Use the Chaoseater to finish off Abyssal Riders and to ensure a full Chaos Meter—you need it very soon! Steer clear of the fiery grates that are uncovered. Continue alternating between Mercy, Chaoseater, and the Scythe to beat back the attackers.



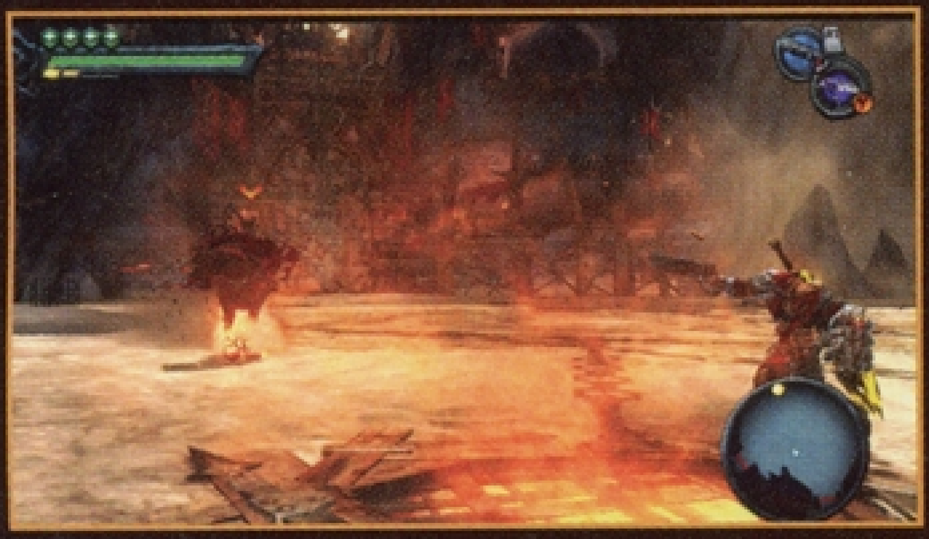
Things get much tougher during the third wave, when a pair of Traumas enters the arena, along with more than a dozen Phantom Guard Soldiers and Phantom Captains. Draw the Traumas in close, and then trigger Chaos Form. Slash at the giant beasts and take out as many lesser beasts as you can as well. The undomesticated Traumas go after the Phantoms and effectively steal your kills—and Souls!

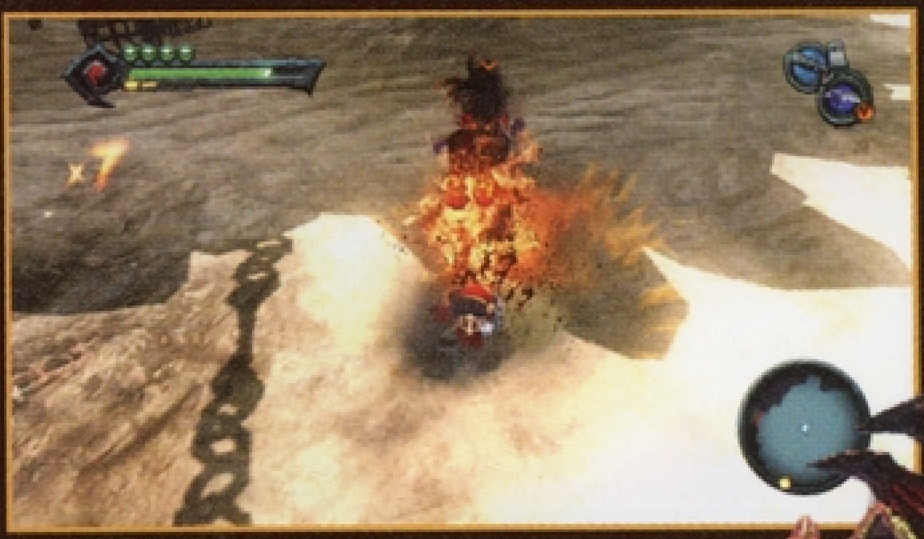
Abyssal Gladiator

ABYSSAL GLADIATOR'S ATTACKS

ATTACK	DEFENSE
Abyssal Charge	The Abyssal Gladiator attempts to run you over with his horse. The horse also rears back and kicks at you when you're close. Keep moving and dash to avoid this attack.
Sword Slash	Beware the Abyssal Gladiator's powerful sword, both when he's on horseback and on foot. The sword is comparable to the Chaoseater, but you can block it. Look for opportunities to Block Counter once the foe is on foot.
Napalm Fist	Get running as soon as the Gladiator hunkers down and punches the ground. This triggers a storm that rains down plasma strikes from the sky. These are difficult to avoid if you aren't moving and zigzagging.

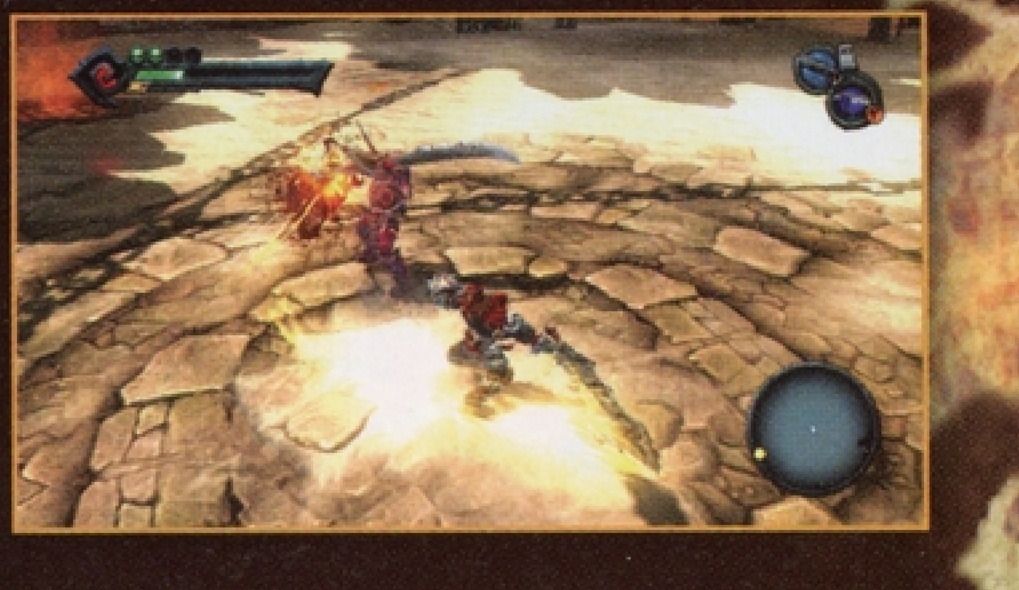
The Abyssal Gladiator trots into the arena with an air of confidence that far exceeds that your prior competition. His horse's fiery hooves combine with the Gladiator's demeanor to give you all the warning you need not to take this challenger lightly. Draw Mercy from your holster and back away from the Abyssal Gladiator as you open fire. The stallion charges forward, rears, and kicks at you from close range. Switch to the Chaoseater and counter with a Flipsaw attack as the horse draws near. It doesn't take much to knock the Abyssal Gladiator from his horse, but that only completes the prologue.

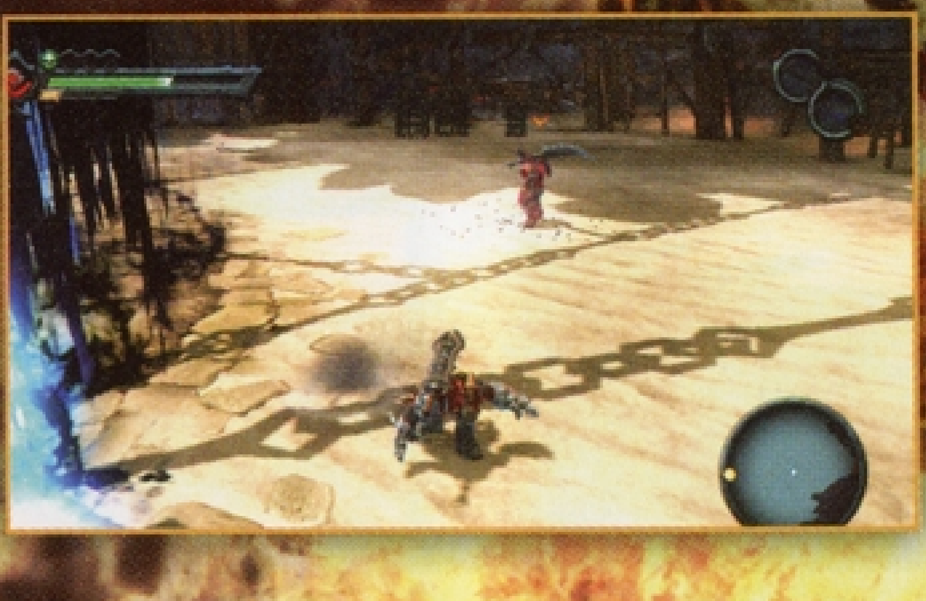




Open fire with Mercy on the Abyssal Gladiator as he draws near. Then activate Stoneskin and switch to the Scythe or Chaoseater. Watch for the Abyssal Gladiator to attack with his sword, and try to Block Counter his attack. It's a tough move that requires precise timing, but it can create a big advantage if you succeed.

An all-out assault on the Abyssal Gladiator works only if you're ready to activate Chaos Form, or if you have a wealth of consumable items to replenish lost Health and Wrath. You must be a bit more careful with this foe due to the Abyssal Gladiator's powerful Napalm Fist attack. Watch for him to begin glowing blue, and start moving if he does. He punches the ground and unleashes an array of plasma bolts that strike down from the sky. Dash in a zig-zag pattern to avoid the blasts from the sky. Then double back toward the Abyssal Gladiator, hit him hard with the Harpoon Tackle, and look to Block Counter his retaliation.





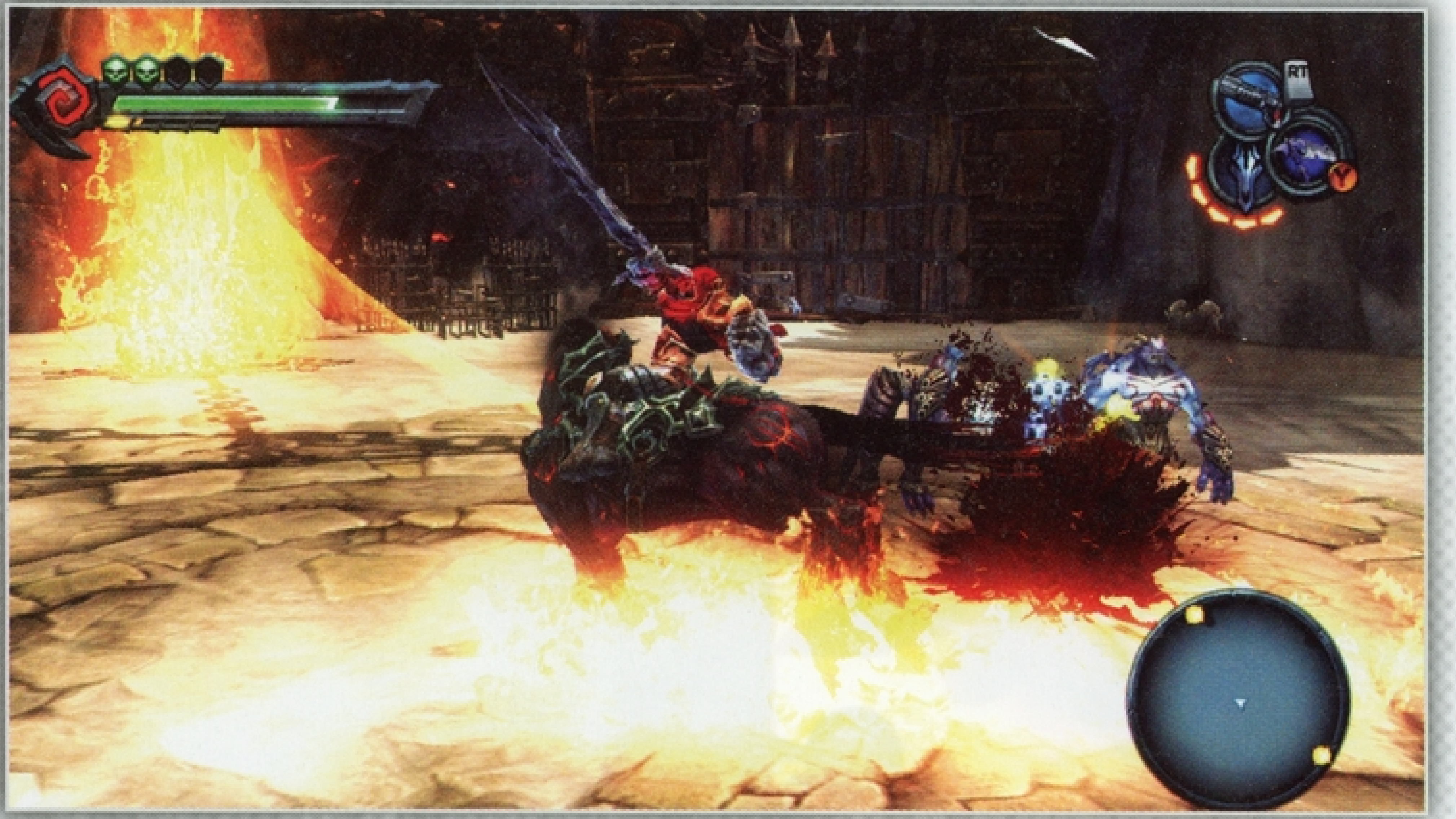
REUNITED

Immediately after War's victory over the Abyssal Gladiator, he reunites with Ruin, his trusty horse from years passed. Ruin doesn't recognize War at first, but War's trust in the horse pays off.

Riding Ruin

Control Ruin just as you would War while he's on the ground. Press the Dash button to make Ruin charge at incredible speeds. War's sword attacks become very powerful while he's riding Ruin. Keep Mercy equipped as a way to combat enemies while on the run. Press the Ability Menu and Dash buttons simultaneously to summon/dismiss Ruin.

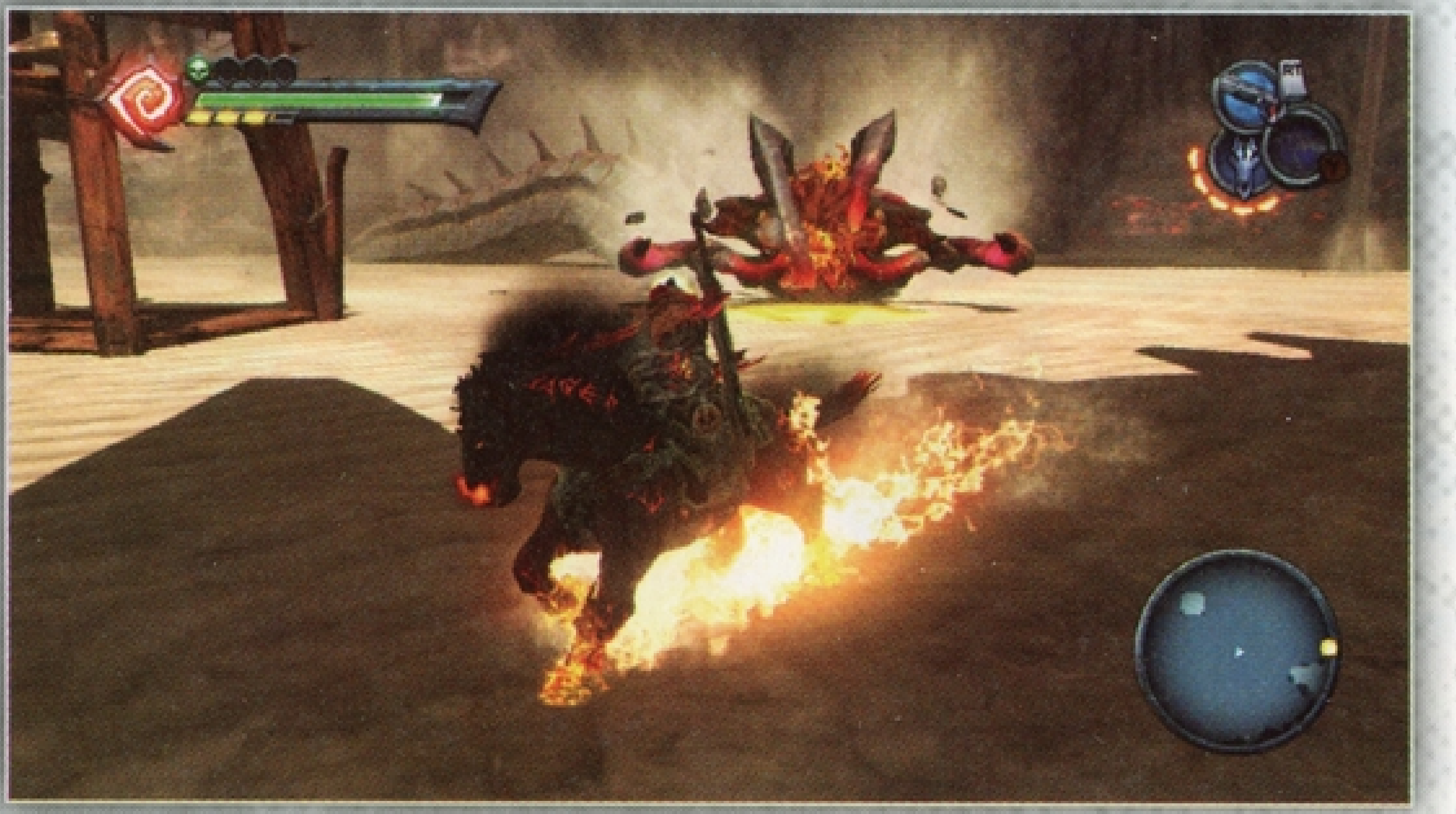
You don't have to wait long to regain your status as the Red Rider! Guide Ruin around the arena, swinging the Chaoseater at the dozens of Phantom Guard Soldiers that pour into the battleground. The blade slices through them with surprising ease, and much demon blood is spilled before the Watcher finally begs you to proceed toward the Stygian. All but one of the gates leading from the arena is sealed shut. Pilot Ruin south from the arena and back to the ash field containing the large, wooden towers.

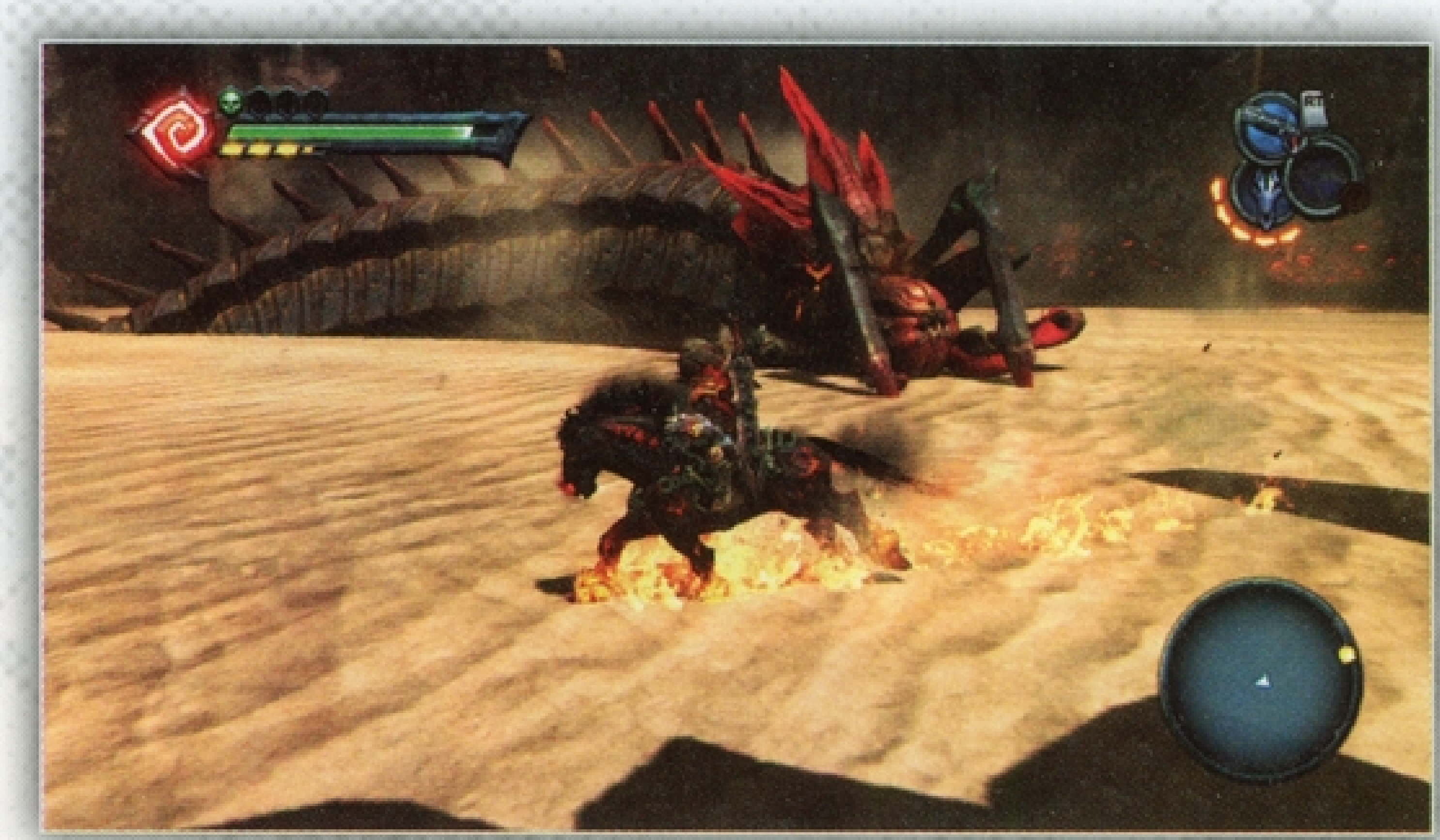


SLAYING THE ASH TITAN

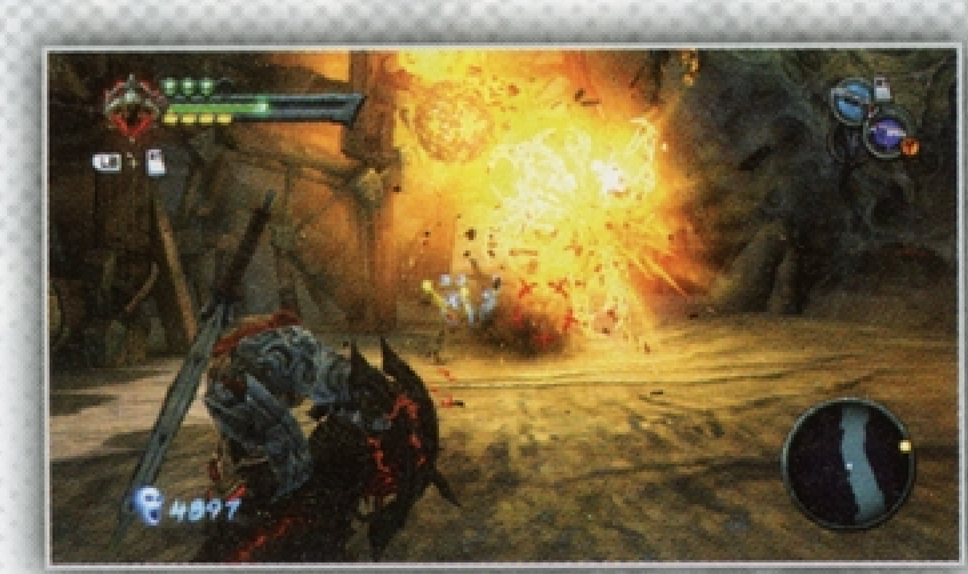
Unlike War, Ruin can sprint atop the ash without getting bogged down. Guide Ruin around the ash field in large, swooping circles to get the Ash Titan's attention. The Watcher points out the tender glowing spot within the Ash Titan's mouth—this is its weakness! Use Mercy to fire at the Ash Titan's mouth, staying ahead of the charging sandworm. Tap the Dash button to spur Ruin into high gear, and continue firing at the Ash Titan.

Continue circling on Ruin and firing at the Ash Titan until the glowing spot in its mouth ruptures and the massive worm falls limp atop the surface of the ash. Charge toward it and press the Action button to deliver a final blow!





JOURNEY TO THE STYGIAN



Approach the tunnel in the ash field's northwest corner, and dismount Ruin to continue on foot. Pick up the Fracture Cannon lying near the entrance and push deeper into the cave. Fire at the attacking Devastators and Berserkers, and use the towers and crates for cover against return fire. Multiple Devastators are positioned on the walkways high above the floor, so advance slowly and try to take down these elevated gunners as soon as they appear. A Trauma and a bevy of other enemies attacks on foot. Don't hesitate to drop the Fracture Cannon if they get too close, and use the Blade Geyser or Chaos Form to create some breathing room!

Light My Fire!

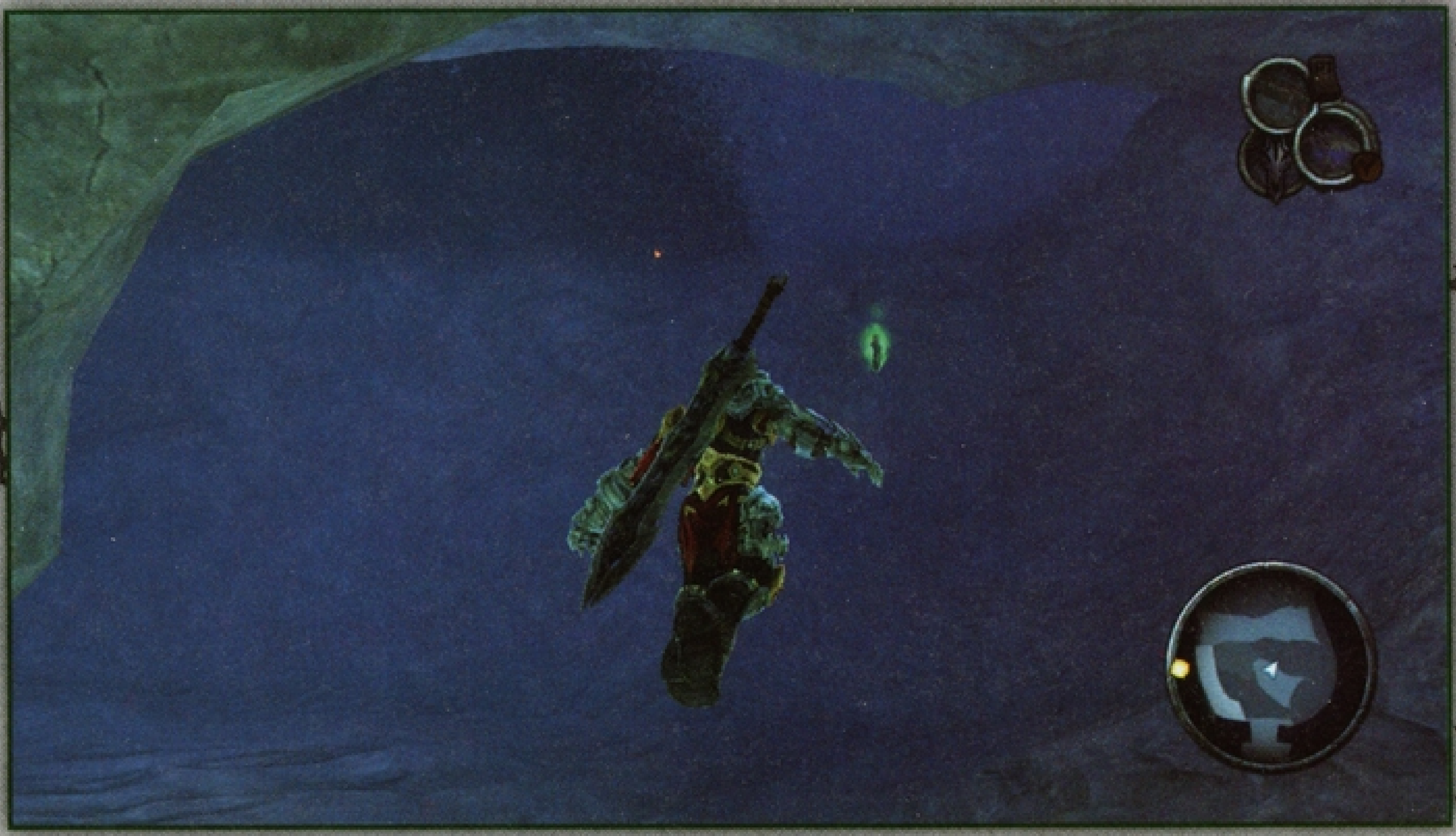
The flaming lanterns hanging from hooks throughout this section aren't there just to brighten the place. These lanterns are highly explosive and can inflict significant damage to you if they blow up in close proximity. Target these lanterns with the Fracture Cannon and detonate them as enemies draw near, or simply blow them up preemptively to make the area safer for you.

Stand back a safe distance and blast away at the second Trauma before it leaps from the bridge above the cave's exit. Leap into the water beyond the Trauma and swim across to the other side. Slay the Phantom Guard Soldiers waiting on dry ground, and continue up the path to the Vulgrim location on the right. Purchase the Impact Rounds upgrade for Mercy if you haven't already, and make sure you have at least one Greater Life Essence on hand for the battle to come.

Ride onto the field, where the Stygian is chained, and slaughter as many Phantom Guard Soldiers as you can before the Stygian breaks free of its shackles. The remaining Phantoms flee the scene at the first sight of the Stygian breaking loose. It's up to you and Ruin to fend off the massive Ash Titan!

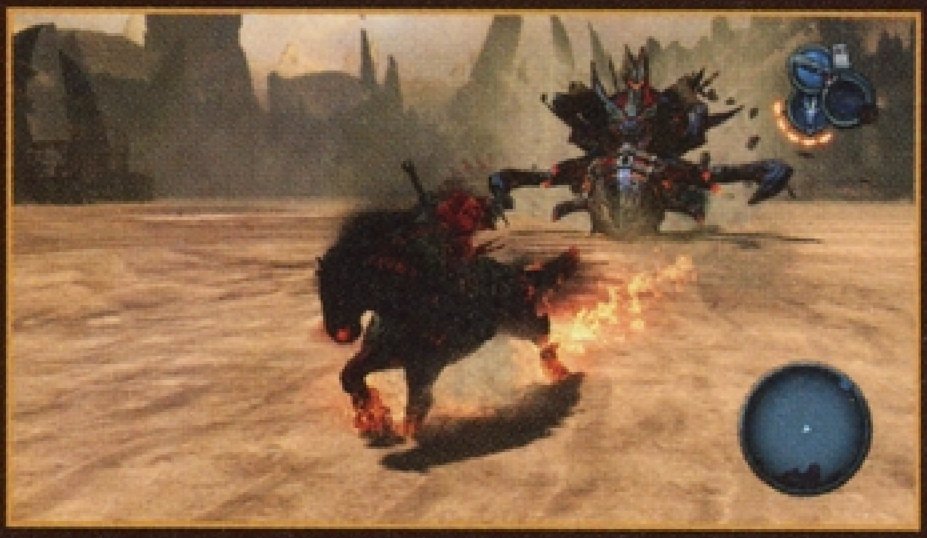
ARTIFACT: SOLDIER

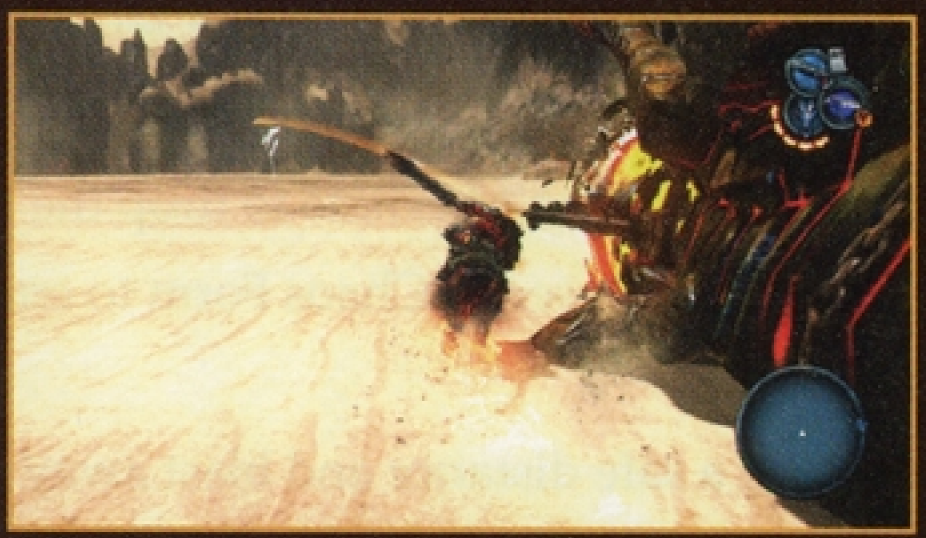
Dive beneath the water's surface in the cave before the Vulgrim location. Swim into the middle of the lake to find this **Artifact**. You have to do some searching near the underwater rock formations to find it, but it's there, in the center.



The Stygian

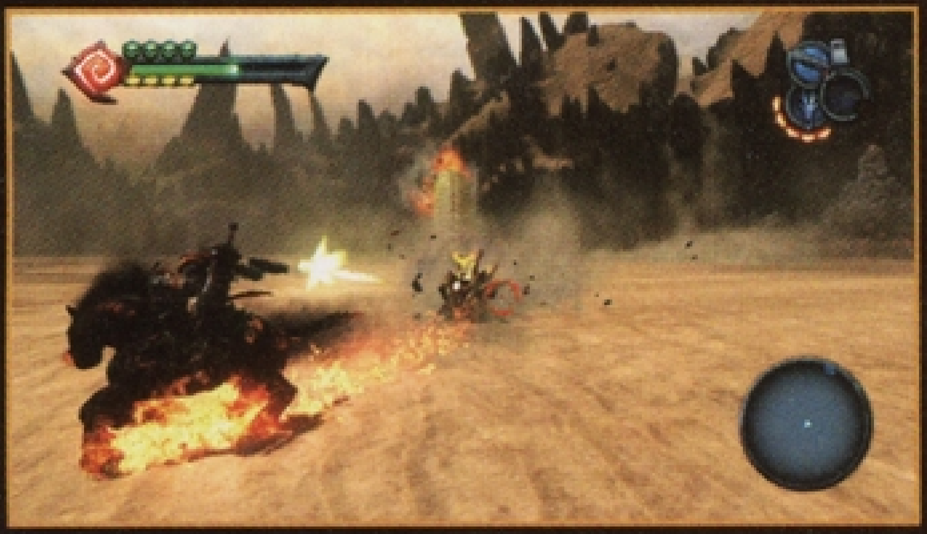
Unlike the Ash Titan you fought previously, the Stygian is bigger, meaner, and wears a heavy, metal helmet to protect its soft, fleshy mouth from gunfire. For any chance to damage the Stygian, you must first remove the metal guard it wears. Lure the Stygian in a circle, and then quickly tighten Ruin's turning radius to bring the horse alongside the Stygian's lengthy body. Tap the Dash button to increase Ruin's pace, and slash at the metal buckles that hold the Stygian's helmet to the side of its head. Do this on both sides of its head to knock the helmet free.

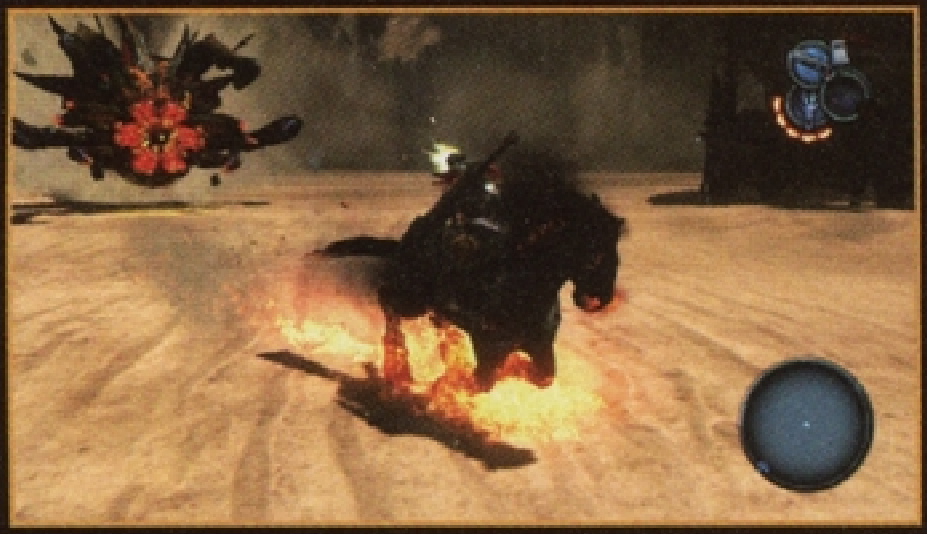




THE STYGIAN'S ATTACKS

ATTACK	DEFENSE
Body Slam	The Stygian races across the field, attempting to ram you off your horse with a powerful body-slam attack. Spur Ruin with taps of the Dash button to stay one step ahead of the Stygian.
Rising Death	Beware the Stygian's sudden reemergence after it goes underground! This attack knocks you off Ruin and inflicts significant damage.
Baby Ash Titans	The Stygian periodically summons multiple baby Ash Titans that can ram Ruin and knock you into the ash.





Losing its protective cover sends the Stygian into a fit of rage. It rises out of the ash and summons several baby Ash Titans to attack you. Steer Ruin away from the baby sandworms as you shoot them in the head with Mercy. They can withstand several bullets before they succumb to your pistol. They try hard to ram Ruin with their heads in the meantime, but they pose little threat compared to the adult Ash Titans you've already seen.

Once you destroy the baby Ash Titans, the Stygian reemerges from the ash field's depths. Continue to spur Ruin at high speed as you fire the Mercy pistol backward over your shoulder at the Stygian's mouth. The Stygian's sudden Rising Death attack will no doubt knock you from Ruin once or twice, but remain calm and simply summon Ruin's return as you freefall. Time this correctly, and Ruin will be there to break your fall. The Stygian will likely summon another batch of baby Ash Titans after you shoot it a few times. Kill this next group of baby sandworms and resume the fight against the Stygian. Keep moving, sprint as fast as Ruin can go, and fire at the Stygian's mouth until it's ready to be slain with a final Instant Kill attack. Deliver the fatal blow to obtain the **Heart of the Chosen** and a fresh **Lifestone**.

ASHES TO ASHES

War encounters the Stygian at the northernmost end of the Ashlands, where the Phantom army keeps it as a pet of sorts. Use the Chaoseater to knock the metal helmet off the Stygian's mouth. Then open fire on the soft flesh of its maw as Ruin gallops as fast as he can. Rip the Stygian's heart from its lengthy body to unlock this bonus.

Return the Stygian's Heart to Samael

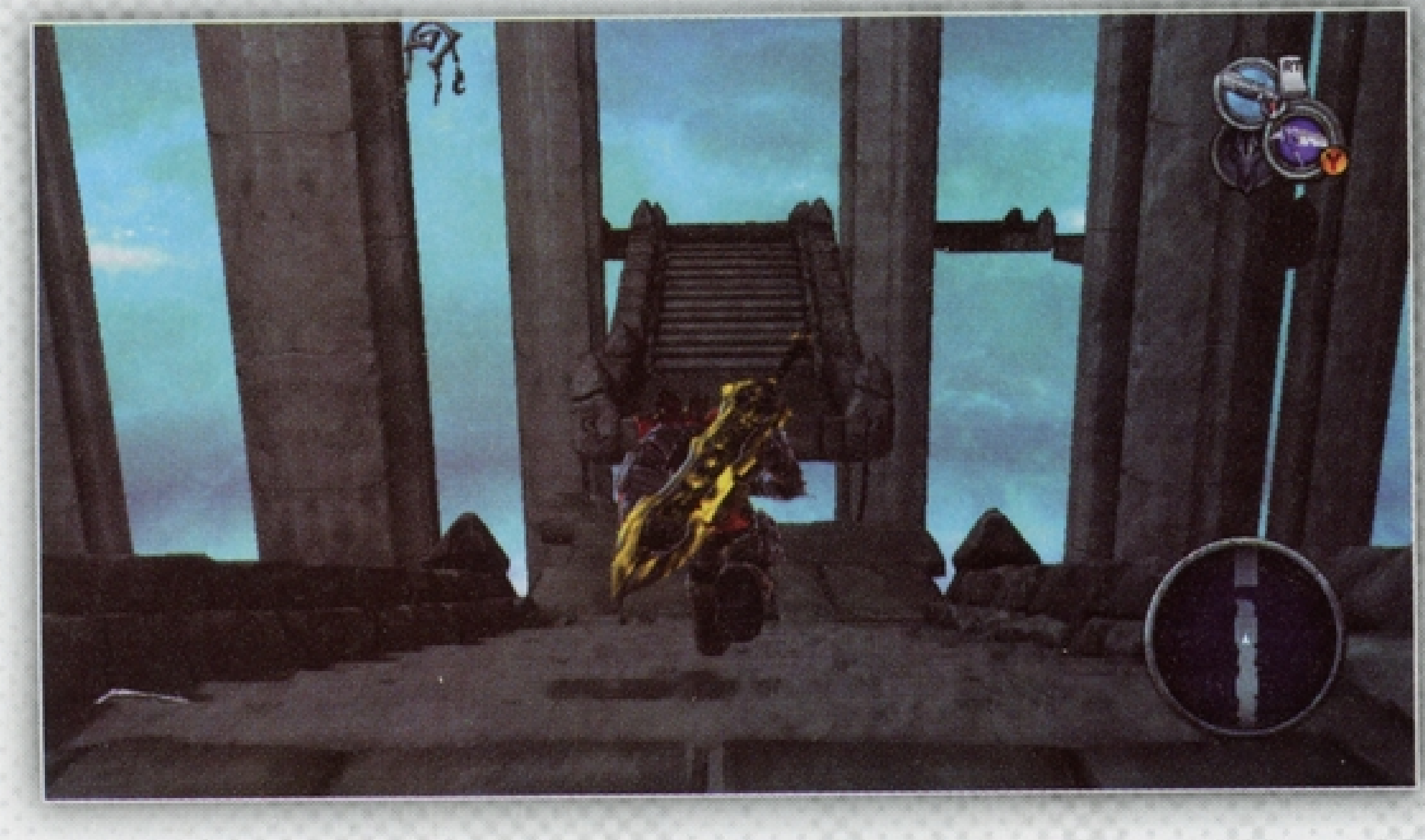
Take the Watcher's advice and head back across the ash field to the Vulgrim location in the nearby cave. This section of the Ashlands is actually known as Leviathan's Drift, so don't be confused when you see a separate entry for the Ashlands in the Serpent Hole map. Return to Scalding Gallow and ride Ruin down the road, over the bridge to Samael.

Samael is all too happy to feast upon another Heart of the Chosen, and he shows little patience for your questioning. Samael commands you to return to the Ashlands and cross the massive chasm toward the area known Iron Canopy—the fourth and final Chosen will find you when you arrive.

Destroy Silitha

Use the Vulgrim location in Scalding Gallow to access the Serpent Hole leading to the Ashlands. There aren't any caskets or other items in this Serpent Hole, but you can fall through gaps in the walkway, so be careful. You emerge from the Serpent Hole at the Vulgrim location next to the very first ash field, except this time it doesn't contain an Ash Titan to worry about.

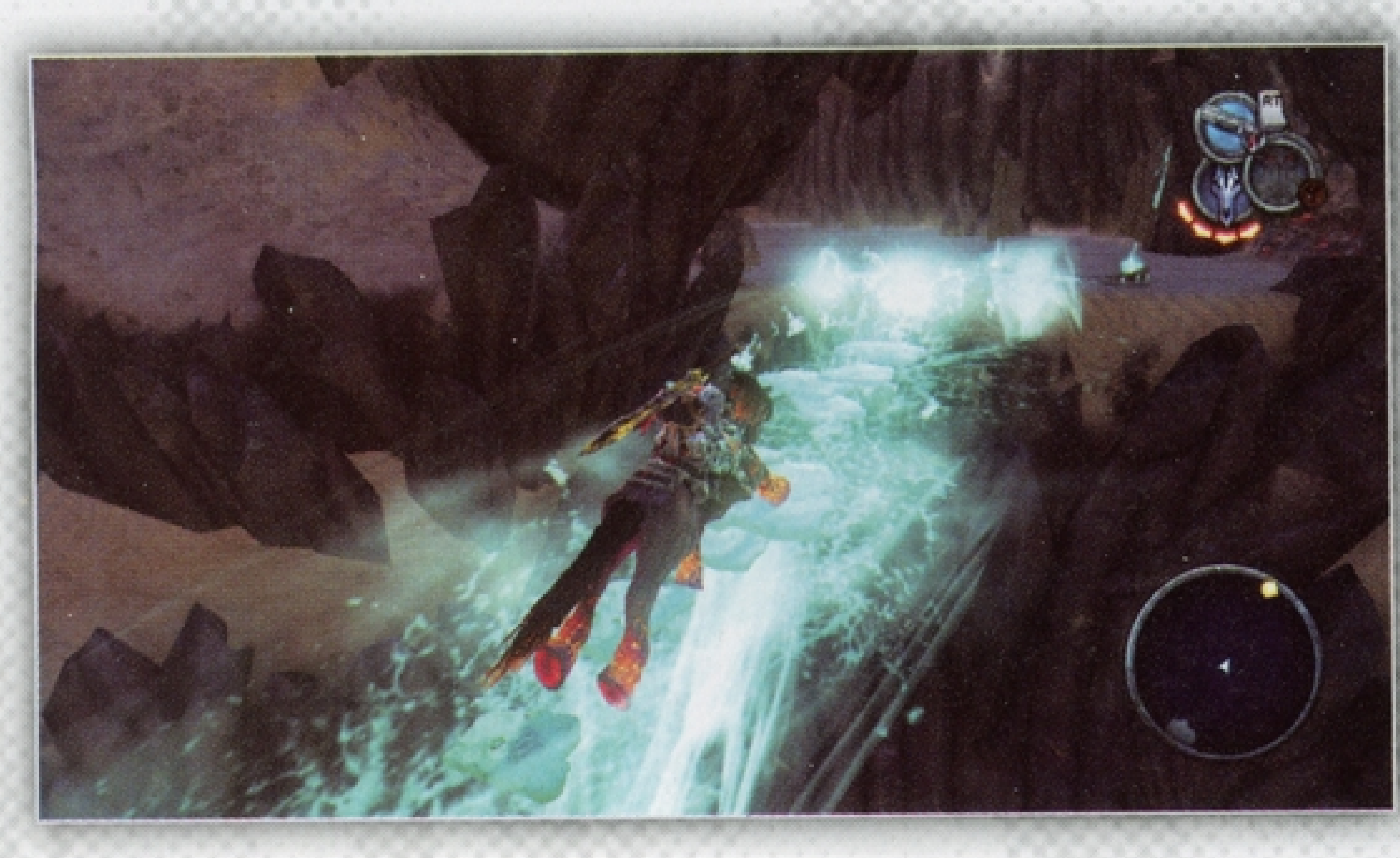
Hop aboard Ruin and scour this massive plain's perimeter to locate the caskets in the southeast and northeast corners. The latter is behind a wall of blue crystals and contains a **Wrath Shard** that should give you your fifth complete Wrath Core.

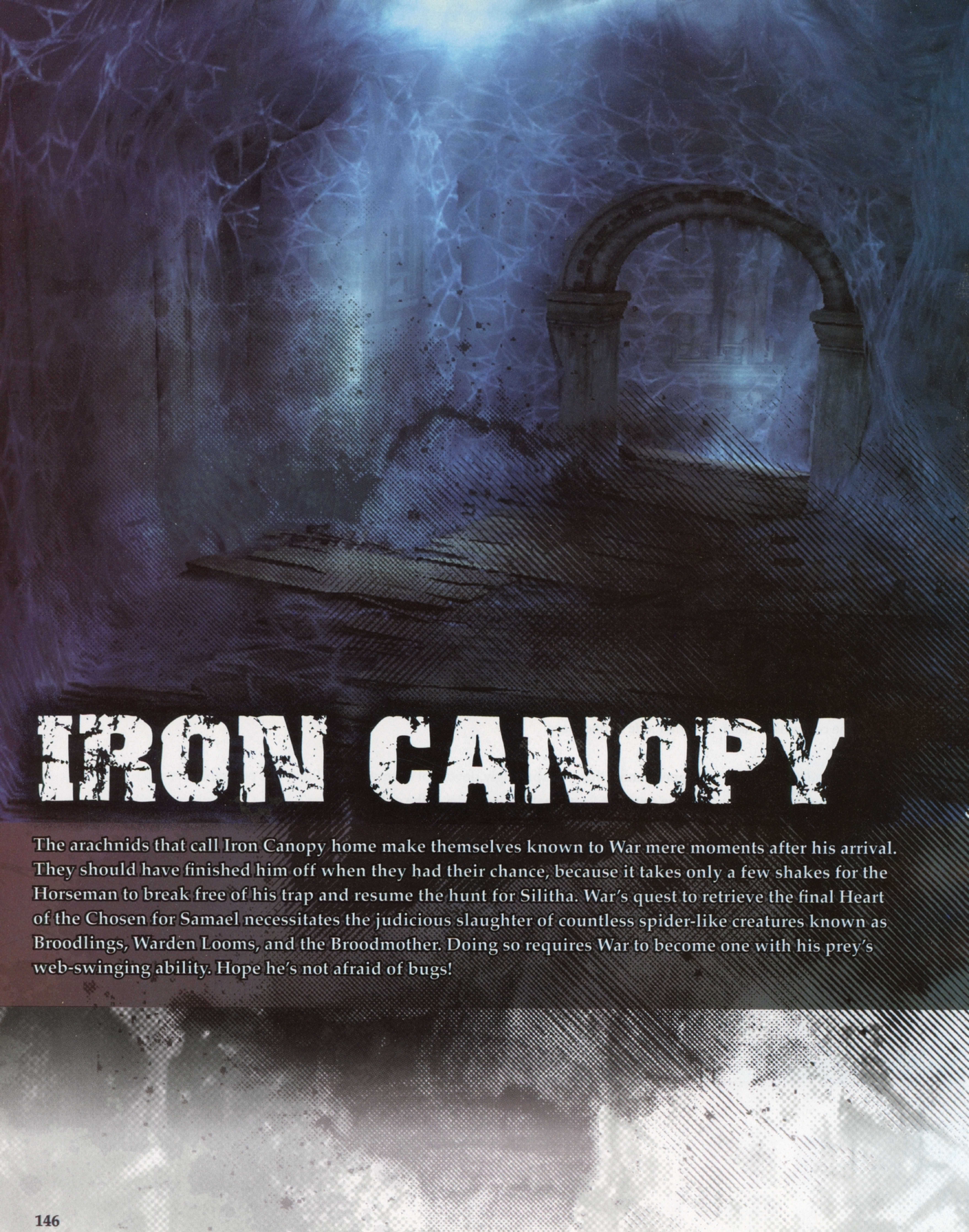


THE SOUL BRIDGE TO IRON CANOPY

When you're done collecting items that you couldn't reach previously, move to the center of the field. Ride Ruin up onto the stone ramp that leads to the drilling towers. This time, continue due west toward the large stone columns with the blue symbols. This is known as a Soul Bridge. Ride through the columns at Ruin's top speed to extend a mystical bridge over the chasm. Stay between the columns to reach the other side in one piece.

This bridge leads to a lengthy U-shaped tunnel that is surprisingly devoid of enemy forces. Enjoy the peaceful horseback ride through this tunnel, and know that the sound of Ruin's galloping strides is the only noise you'll hear. Continue to the tunnel's end to reach Iron Canopy.





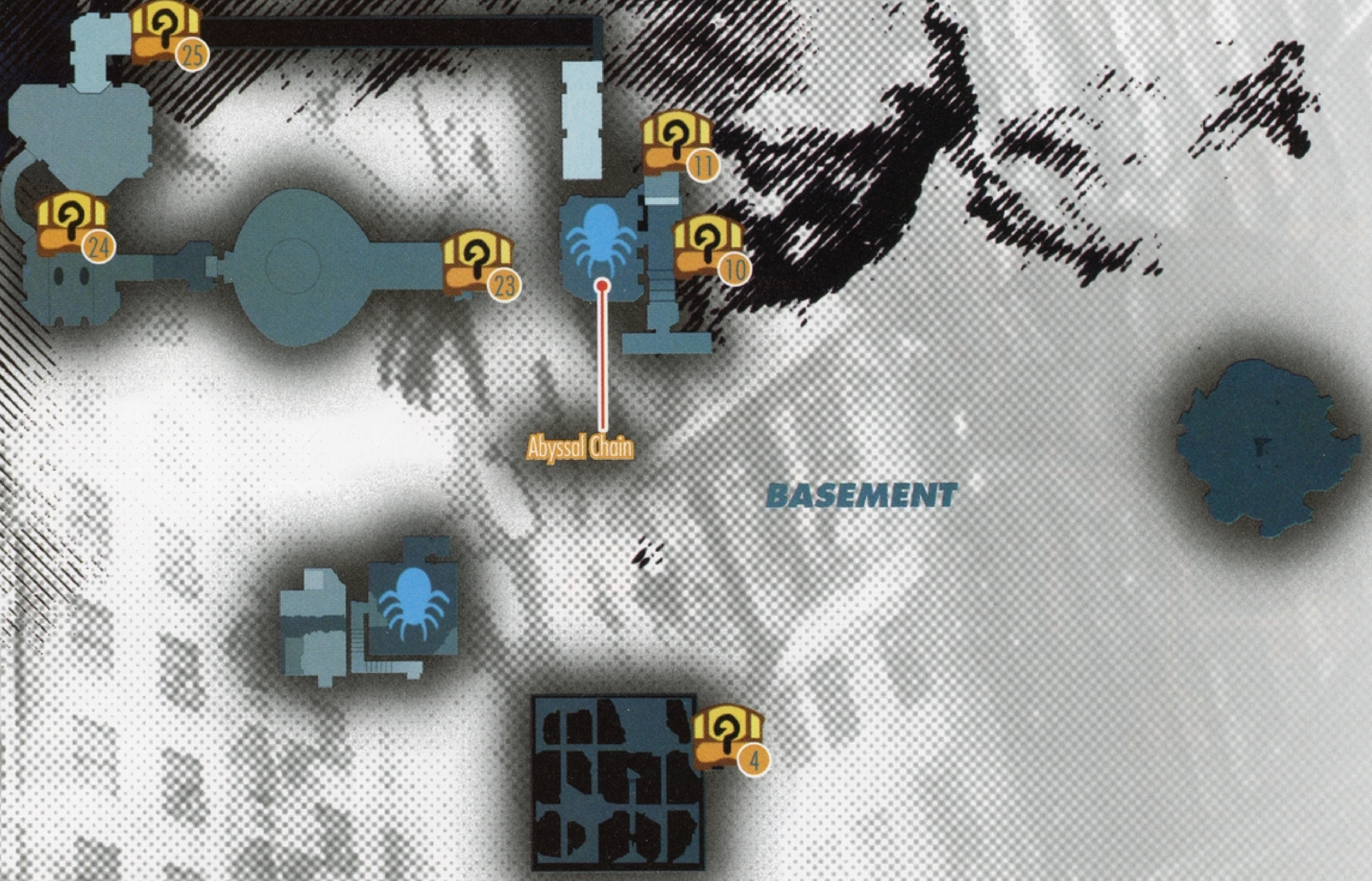
IRON CANOPY

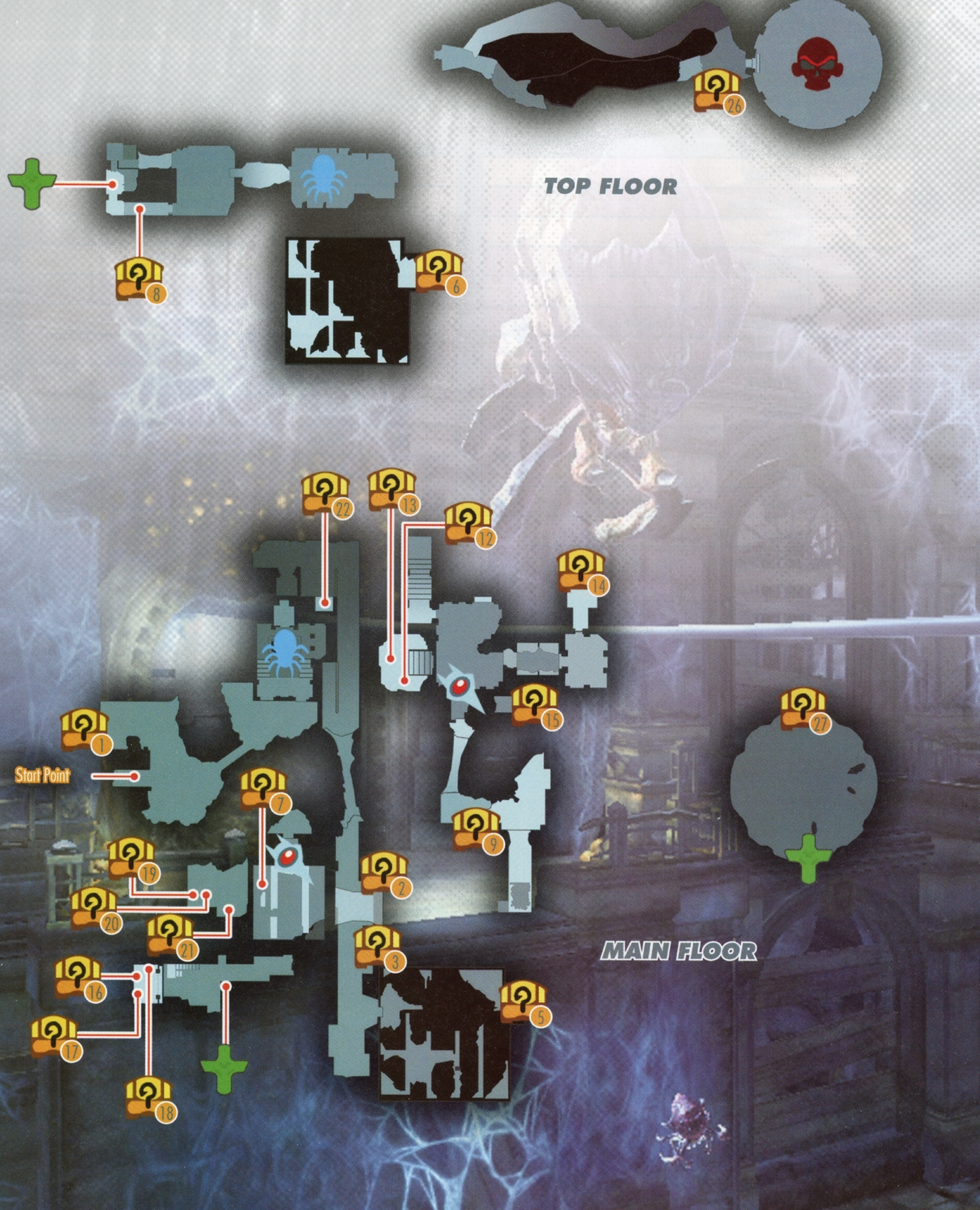
The arachnids that call Iron Canopy home make themselves known to War mere moments after his arrival. They should have finished him off when they had their chance, because it takes only a few shakes for the Horseman to break free of his trap and resume the hunt for Silitha. War's quest to retrieve the final Heart of the Chosen for Samael necessitates the judicious slaughter of countless spider-like creatures known as Broodlings, Warden Looms, and the Broodmother. Doing so requires War to become one with his prey's web-swinging ability. Hope he's not afraid of bugs!

Iron Canopy

IRON CANOPY TREASURE

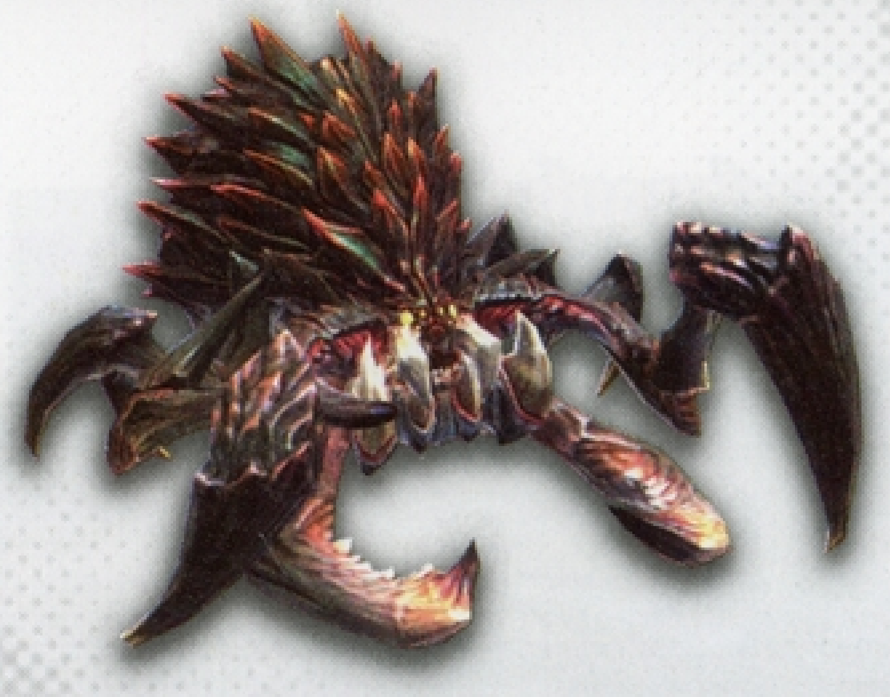
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	Wrath Shard	-
3	Wrath	-
4	100 Souls	-
5	Map	-
6	Beholder's Key	Chronomancer
7	Wrath Shard	-
8	250 Souls	-
9	Health	-
10	Health	-
11	Wrath	Abyssal Chain
12	Health	Abyssal Chain
13	Beholder's Key	Abyssal Chain
14	Abyssal Armor Piece	Abyssal Chain
15	250 Souls	Abyssal Chain
16	250 Souls	Abyssal Chain
17	Hoardseeker	Shadowflight
18	Health	Abyssal Chain
19	Health	Abyssal Chain
20	Wrath	Abyssal Chain
21	100 Souls	Abyssal Chain
22	Empty Vessel	Abyssal Chain
23	Health	-
24	Health	-
25	War's Glory Enhancement	Abyssal Chain
26	Health	Abyssal Chain
27	250 Souls	Abyssal Chain



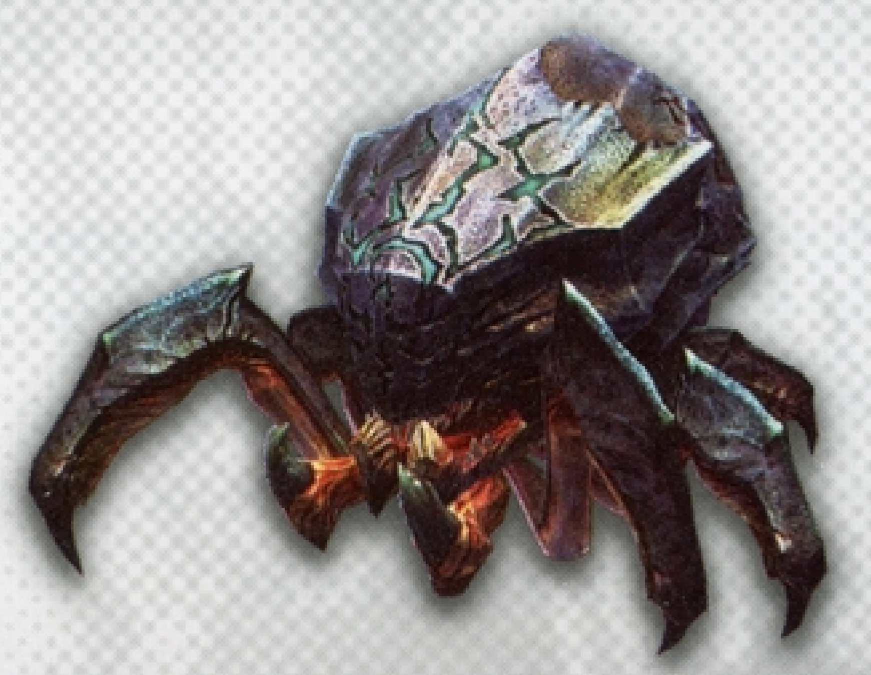

26
TOP FLOOR
8
6
22
13
12
14
15
1
Start Point
7
9
27
19
2
20
21
3
16
5
17
18
MAIN FLOOR

DEMONS AND ANGELS

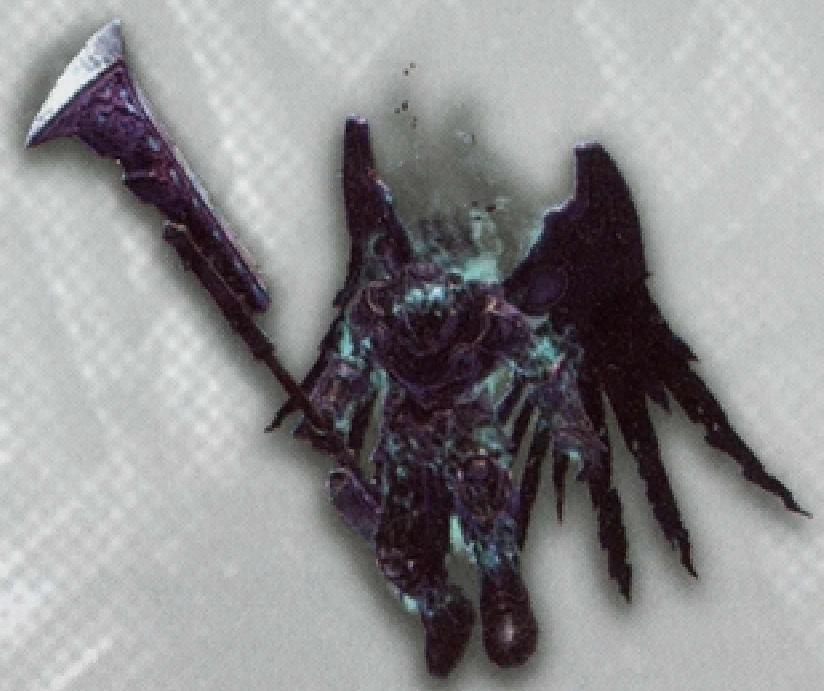
BROODLING



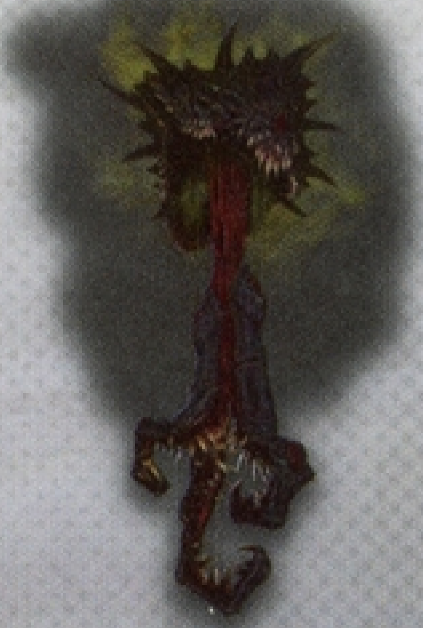
LOOM WARDEN



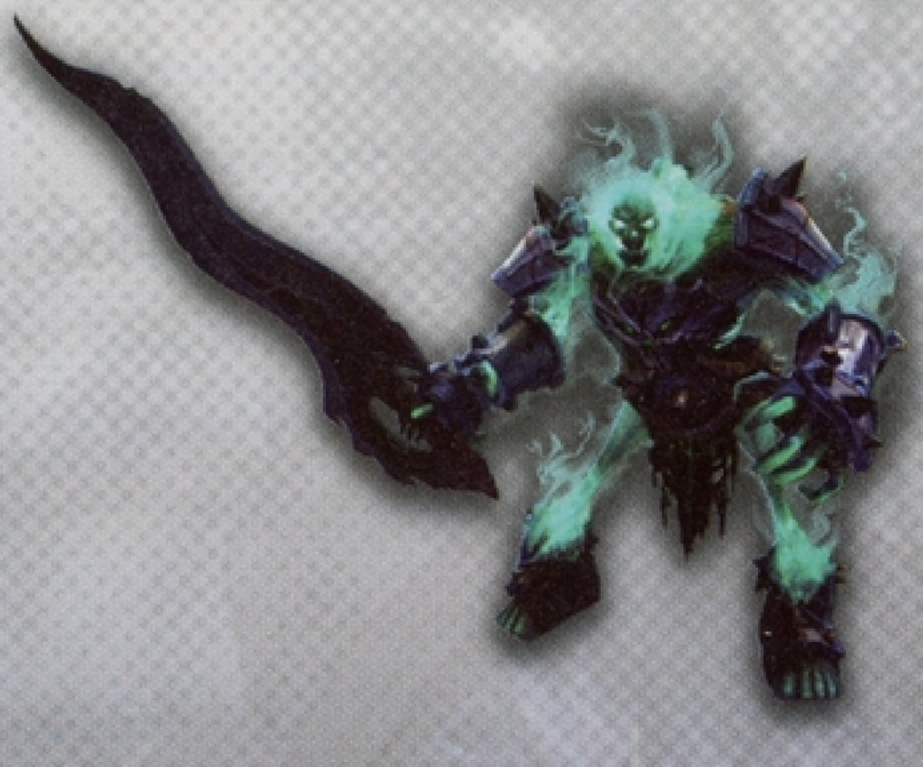
FALLEN ANGEL



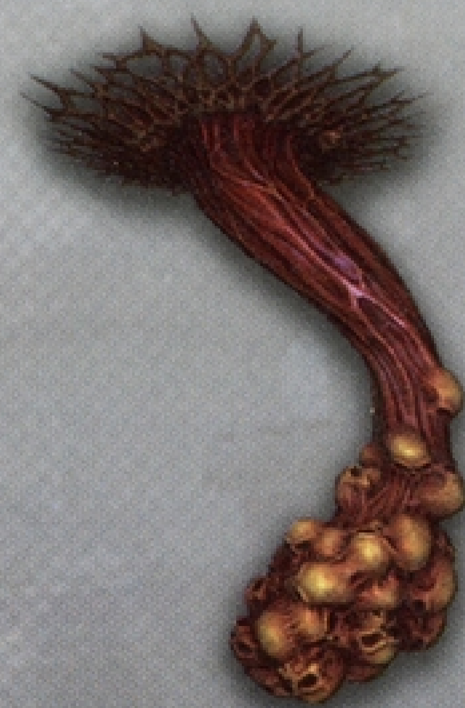
GOREMAW



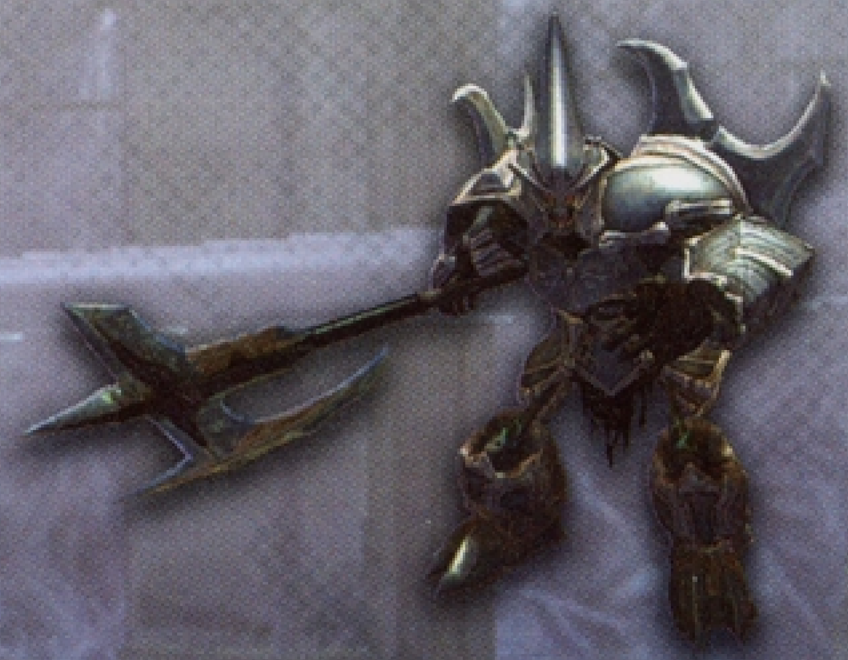
UNDEAD LORD



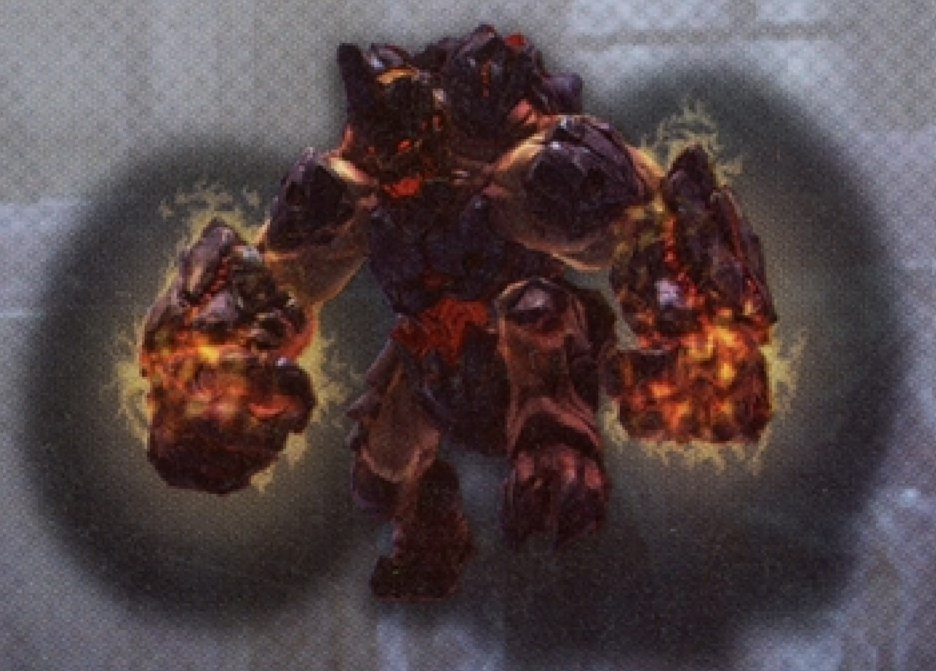
LASHER



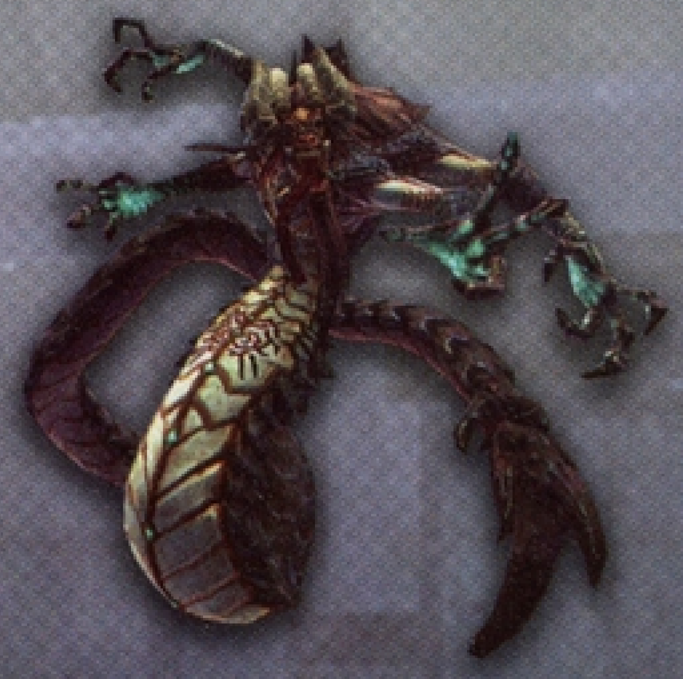
CONSCRIPT



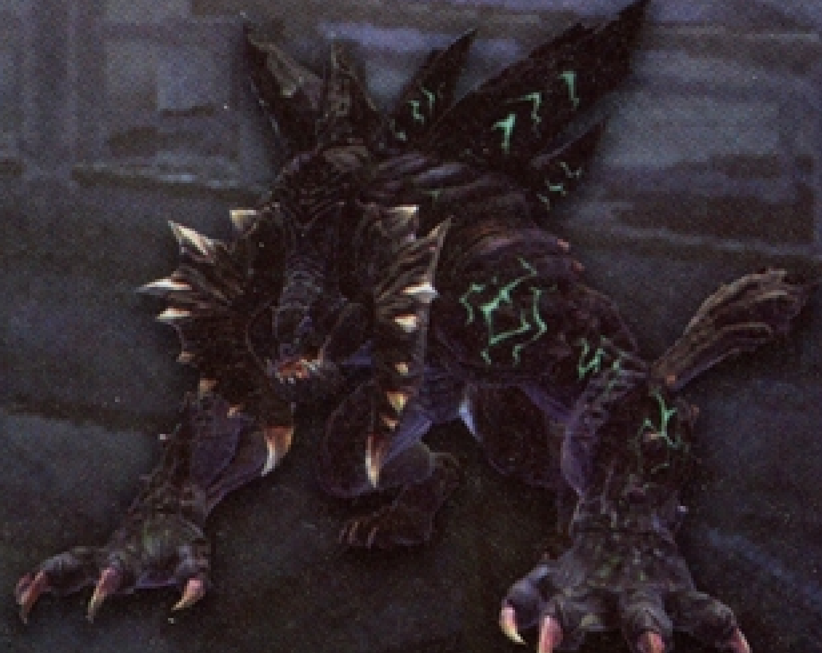
EARTHCRACKER



SHADOWCASTER



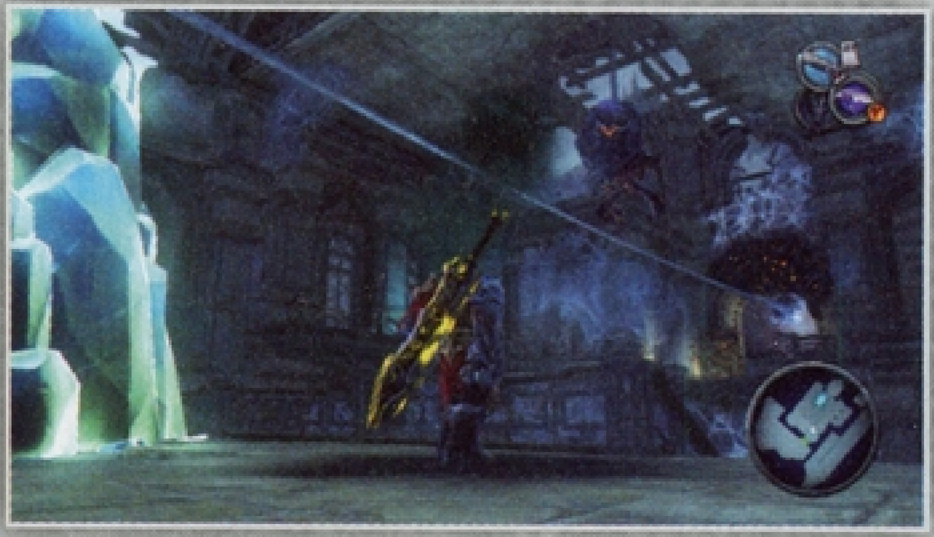
GRAPPLECLAW

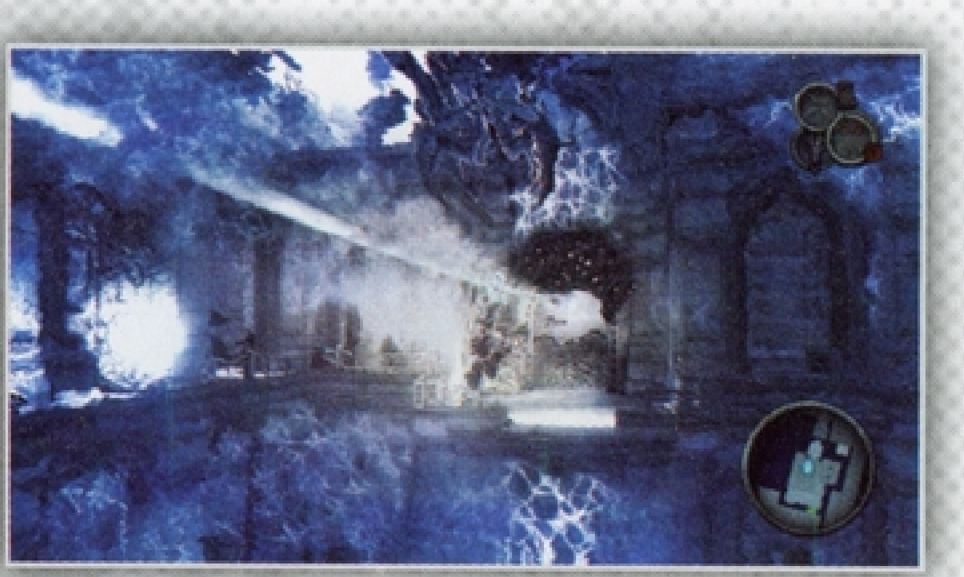


Destroy Silitha

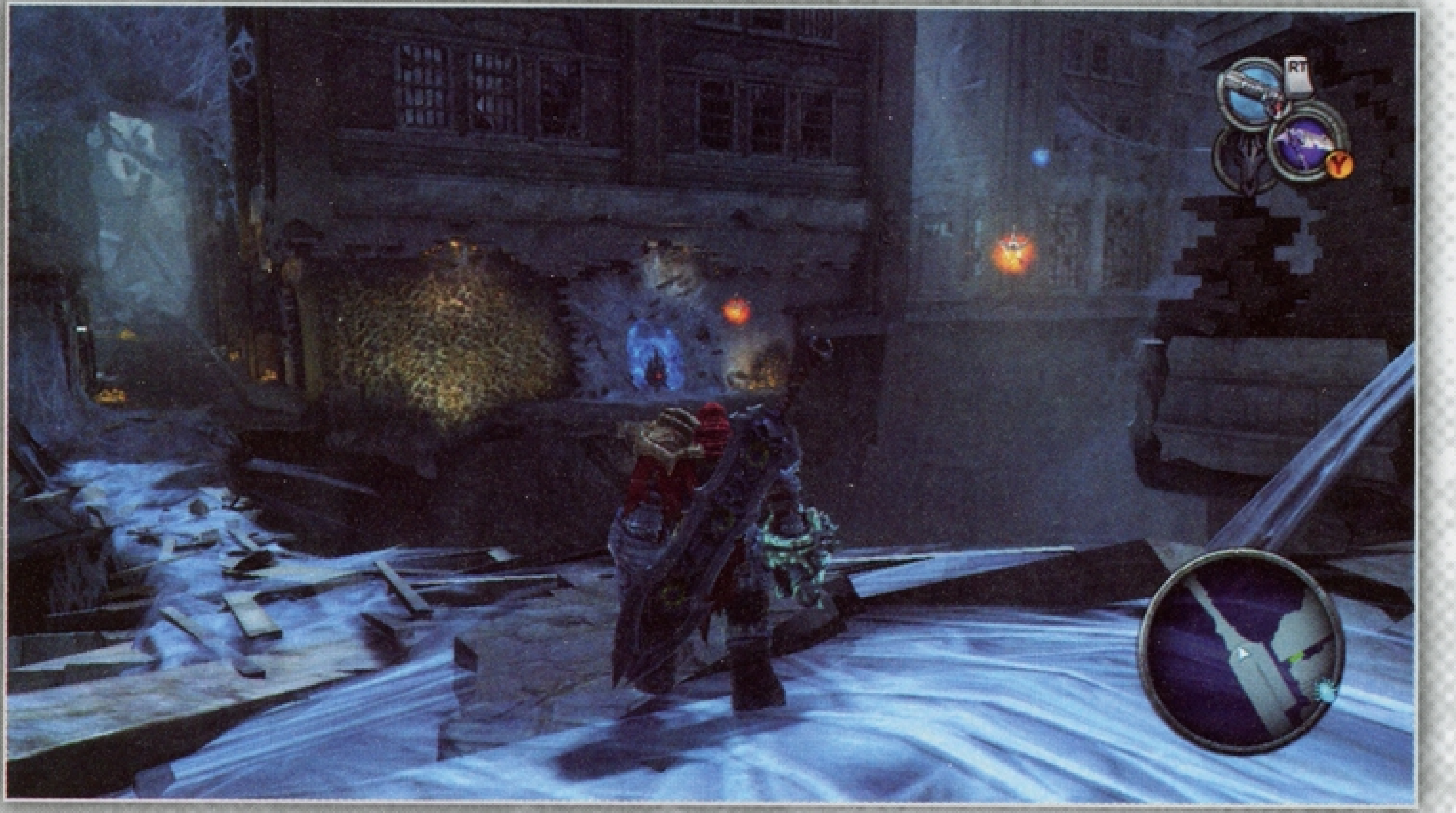
War finds out the hard way that the whole of Iron Canopy is one giant web designed to trap prey for Silitha and her countless offspring. Rapidly tap the Action button to break free of the web that binds War. Before you cross the bridge toward the building to the north, explore the immediate area to find the casket off to the left. Use the Action button to rip open the webs covering the door, and then head inside.

This multistory hall contains the first of four Loom Wardens. Eventually, you have to defeat the four Loom Wardens scattered across Iron Canopy in order to access the Broodmother and ultimately Silitha. Unfortunately, you currently lack the necessary equipment to battle a Loom Warden, so you must sneak past it. Use the Tremor Gauntlet to smash the crystals on the left. Drag the uncovered pedestal into position beneath the spider-spun cable that stretches across the room. Use the Crossblade to activate the Chronosphere on the left. Rapidly traverse past the Loom Warden's jaws while time is slowed. Descend the Demonic Growth to the sidewalk and proceed outside.





Run up the street alongside the building you just exited, and cross the chasm to the south via the rickety silken bridge. The bridge collapses as you reach the far side, but it's not the setback that it appears to be. Continue down the street to the south and enter the bombed-out building on the left.

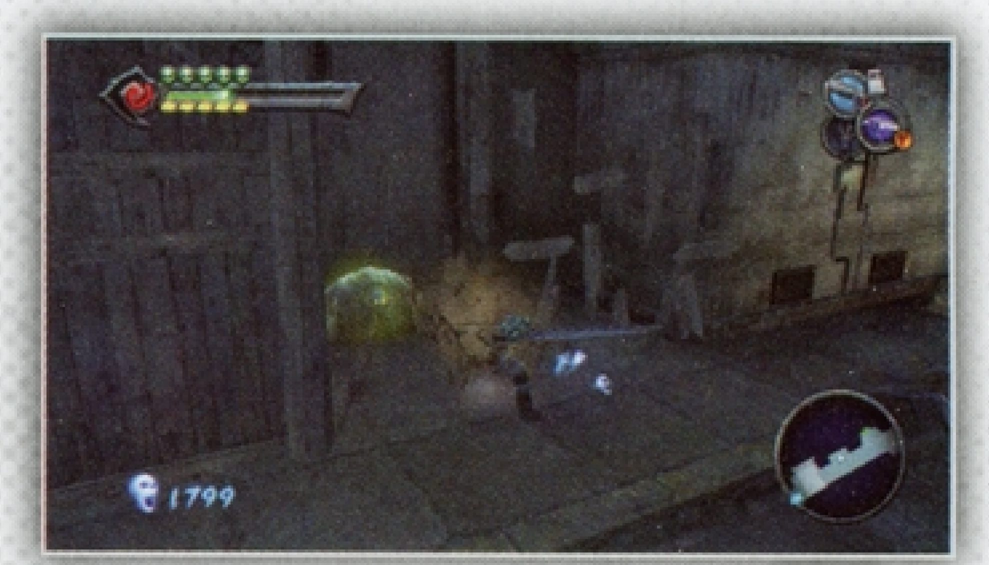


Arachnophobes Need not Apply!

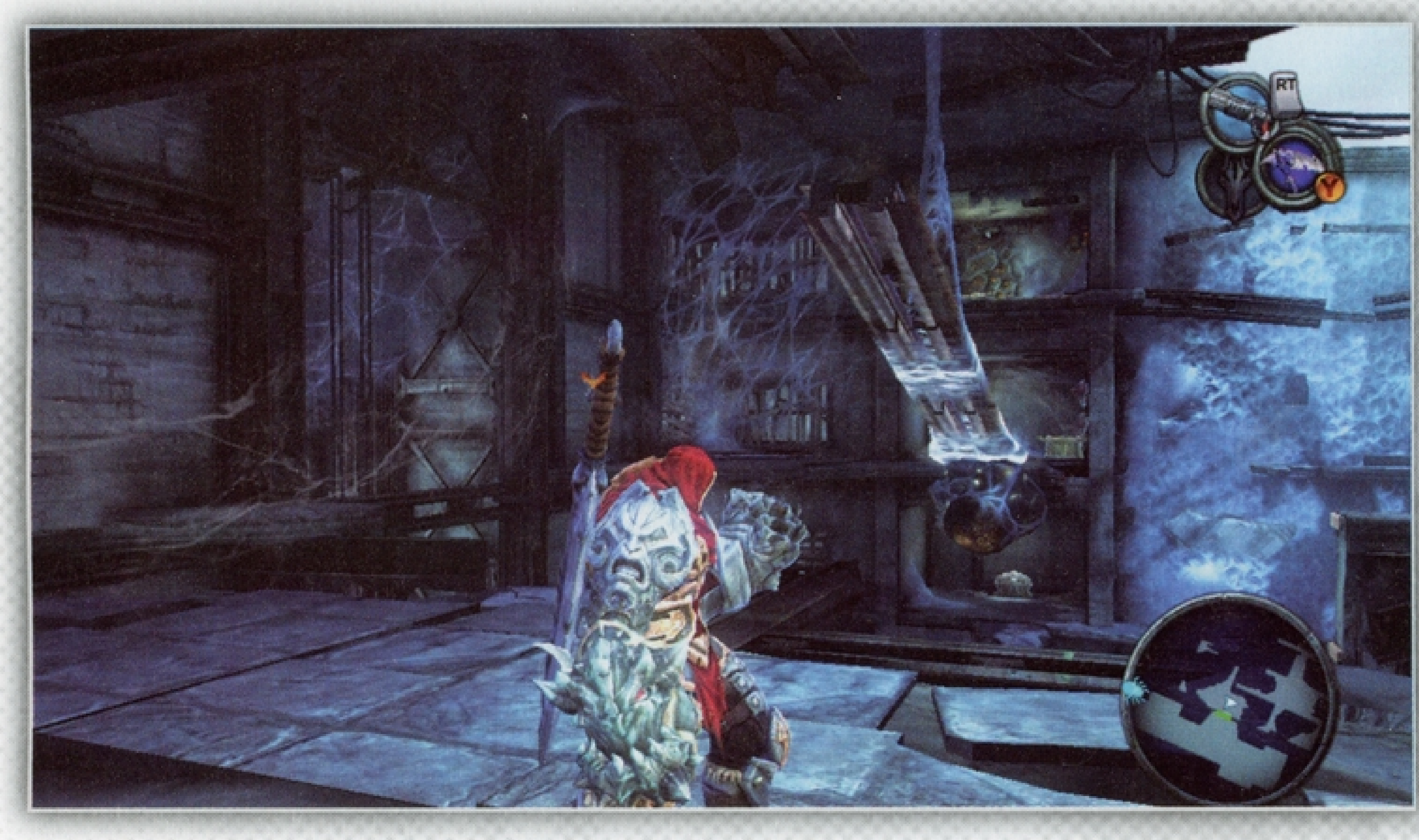
Iron Canopy crawls with tiny (relatively speaking) spiders known as Broodlings. They burst from egg sacks scattered around the area. War can use the Crossblade to harvest a wealth of Souls from the Broodlings, particularly if he has the Ricochet or Shredder enhancements. The Scythe is also extremely effective at exterminating these creepy pests. If all else fails, War can also squash them under his heel! Press the Action button to make War stomp the nearest Broodling to death. Though this technique can be quite fun, it doesn't net nearly as many Souls.

Sword Beats Wood

Use the Chaoseater to smash through the flimsy wooden fences on the street's left side to uncover a pair of hidden caskets. The first contains a Wrath Shard and the second contains some Wrath.

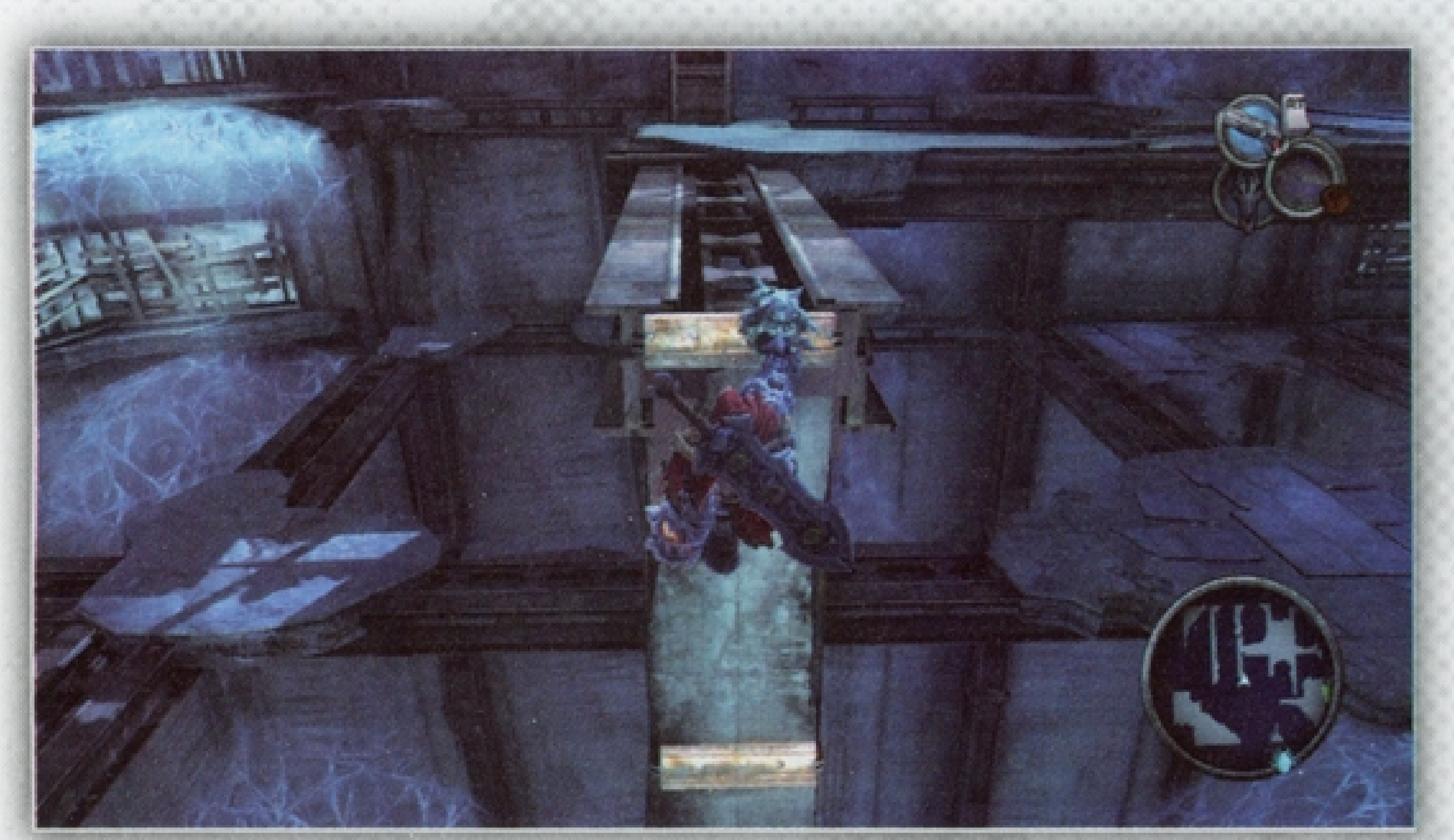


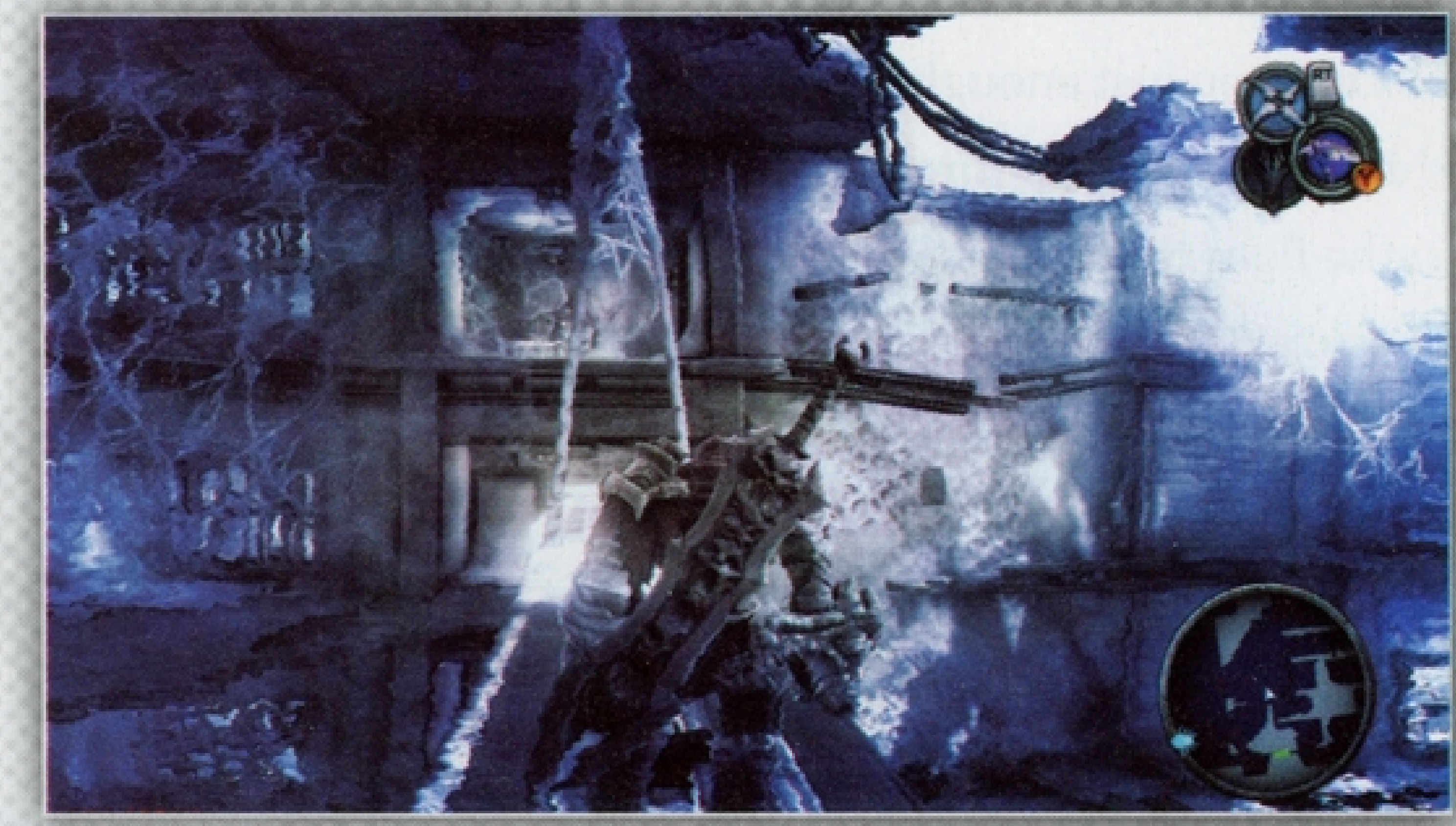
SEESAW CASKETS



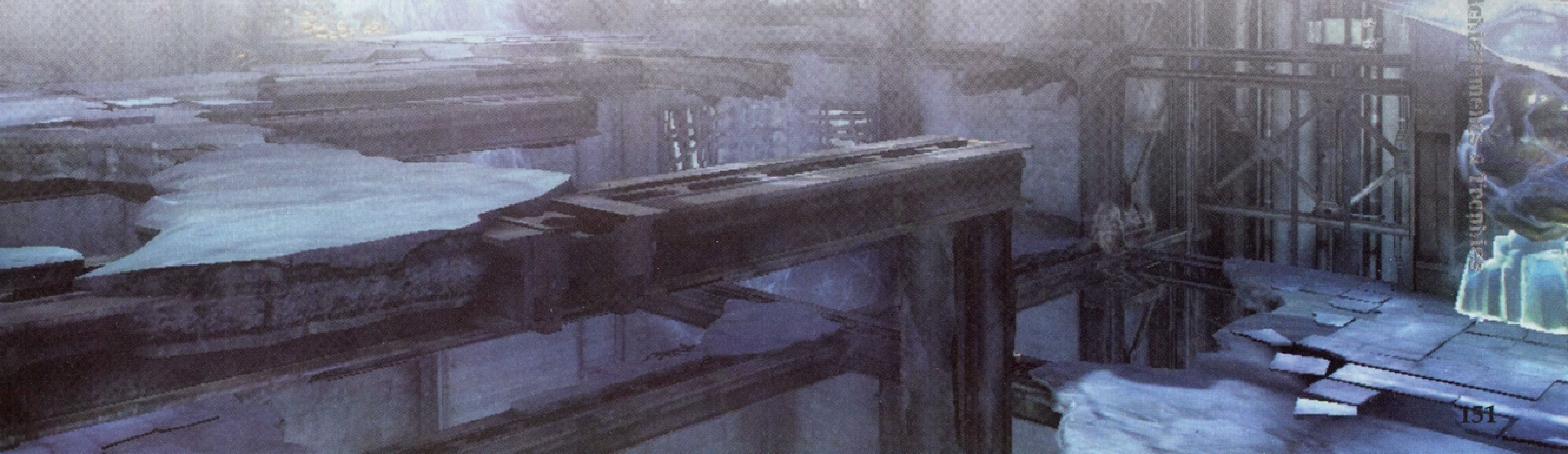
This multistory office building has seen better days. It's overrun with Broodlings, and much of its floors and walls have crumbled to dust. You must use the beams hanging precariously by a web in the building's center to reach the caskets opposite the entrance. Your first step is to eliminate the Broodlings and pop the egg sack clinging to the suspended beams in the middle. Use Mercy or the Crossblade to pop the egg sacks, and take a minute to eradicate the Broodling infestation.

Carefully drop to the lower level and collect the Souls from the casket there. Break apart the blue crystals on the left to reveal a control lever for the elevator—flip the switch. The elevator rises from the unseen basement and carries a Chronosphere into view. Use the narrow golden ledges bolted to the central vertical column to climb up to the top floor. Quickly run and leap across the suspended beam to reach the casket on the middle level, where you obtain the **Map**. Return to the top floor again. This time, activate the Chronosphere before you hop onto the beam. Stand on the beam's near side and allow your weight to slowly cause the beam to tilt like a seesaw. Sprint up the angled beam and glide across to the casket on the upper level to obtain the **Beholder's Key**.

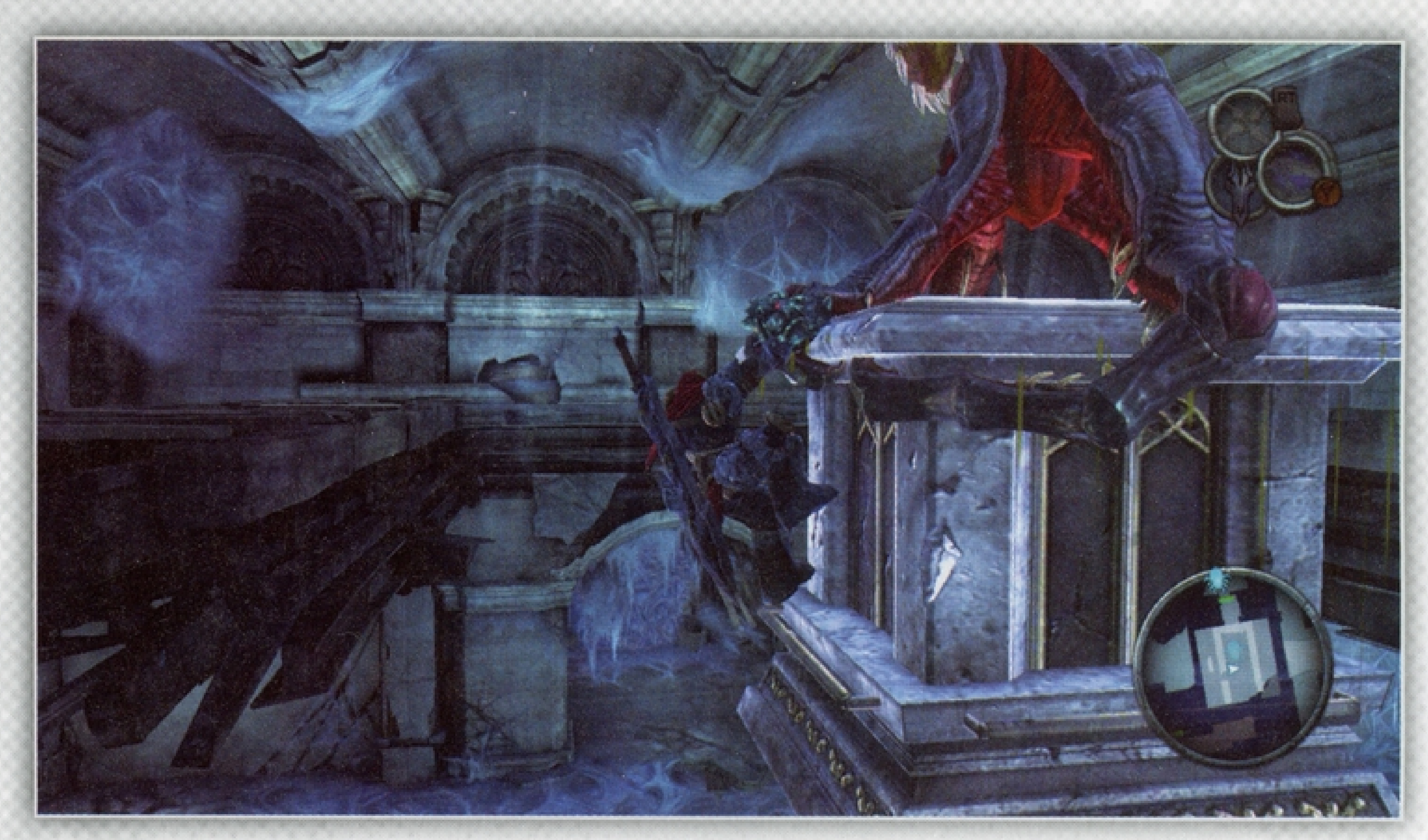




Exit the building the way you entered and return down the street to the Demonic Growth on the left. Scamper across the side of the building to the Beholder Door and go inside.



SOMETHING LOOMS LARGE OVERHEAD



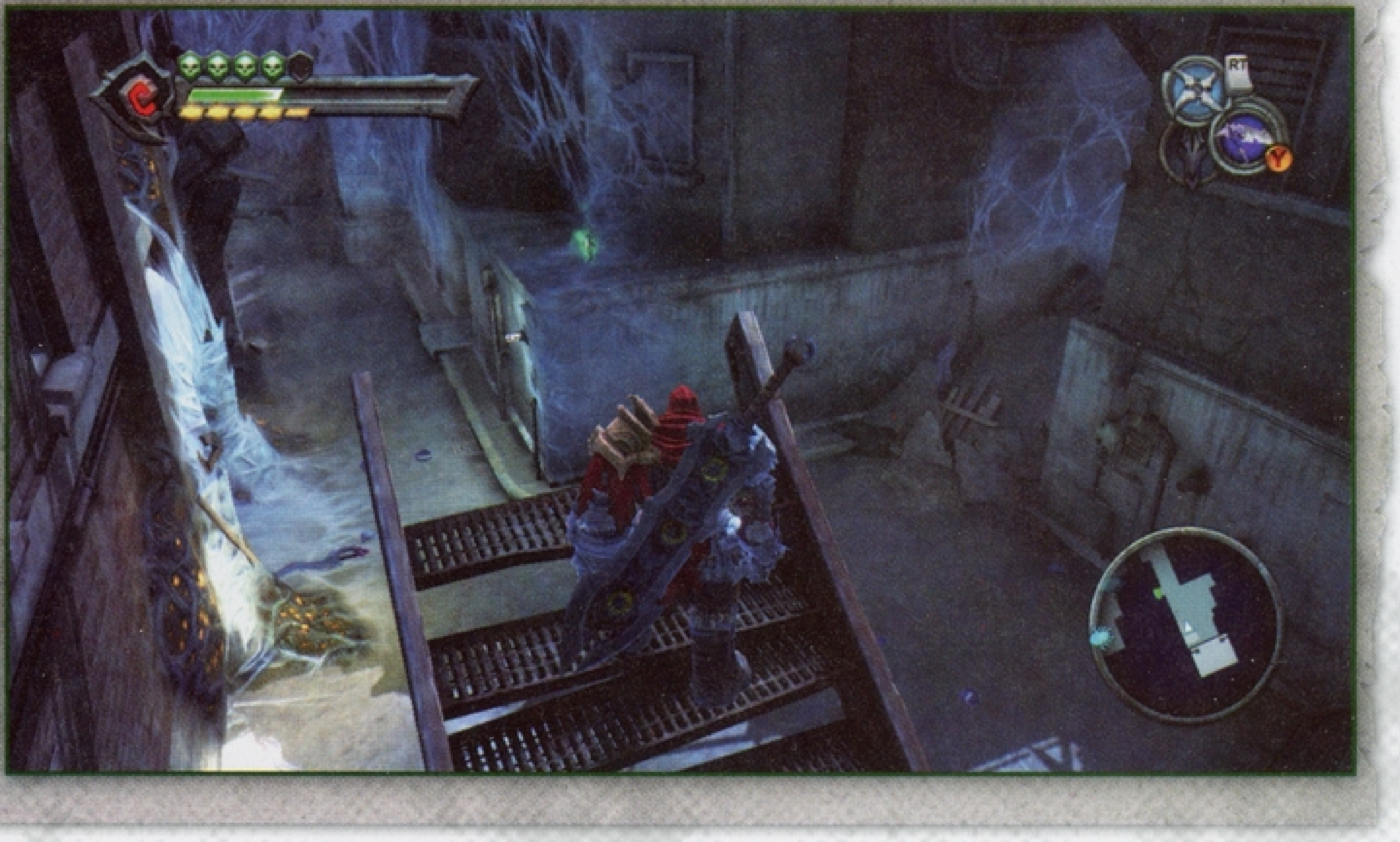
You'd be forgiven for noticing the Goremaw on the ceiling as soon as you enter this decrepit building, but the Loom Warden under the semi-transparent floor is your bigger worry! Take a moment to kill the scurrying Broodlings, and then drag the large, stone pedestal under the Goremaw. Hop onto it for a lift up to the rafters. Leap off onto the wooden walkway, and collect the **Wrath Shard** from the casket on the ledge.

Hop back down and approach the corner where a gap is in the floor. You have to cross the room via the ledges directly beneath the web-like floor, but you must avoid the Loom Warden to do so! The Loom Warden walks upside-down on the floor's underside wherever you go, but it always sticks to the floor and it's vulnerable to any sudden impacts. Use the Crossblade to stun the Goremaw into dropping the large, stone block. The sudden impact knocks the Loom Warden onto the floor, buying you just enough time to shimmy past. Leap through the hole in the floor to the shiny metal ledge. Quickly traverse from left to right. Follow the narrow hallway to the alley outside the building.

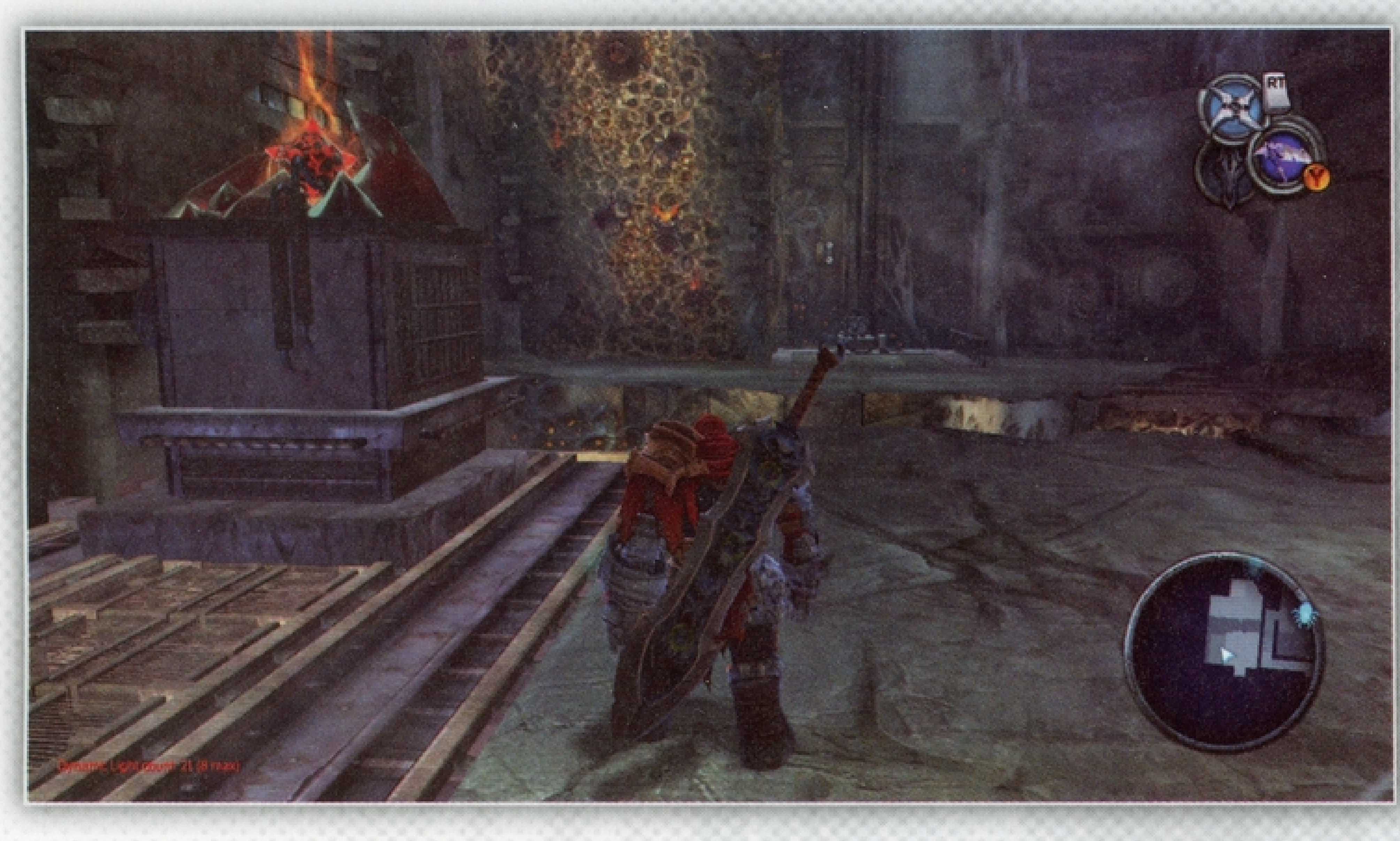
Several Undead Lords emerge from the underworld in the alley up ahead. Quickly toss the Crossblade at the Broodlings. Then turn to the Undead Lords and knock them back with the Scythe or the Chaoseater's Power Strike attack. Undead Lords swing a massive sword that can be difficult to block, but you should be powerful enough by now to soften them up rather quickly. Hit them with uppercut attacks like the Demon's Edge to get them off their feet, and then finish them with an Instant Kill.

ARTIFACT: SOLDIER

At the end of the alley, climb the fire escape to where the stairs end. Spot the **Artifact** on the corner of the building opposite the door to the next area. Shadowglide across to collect the Artifact.



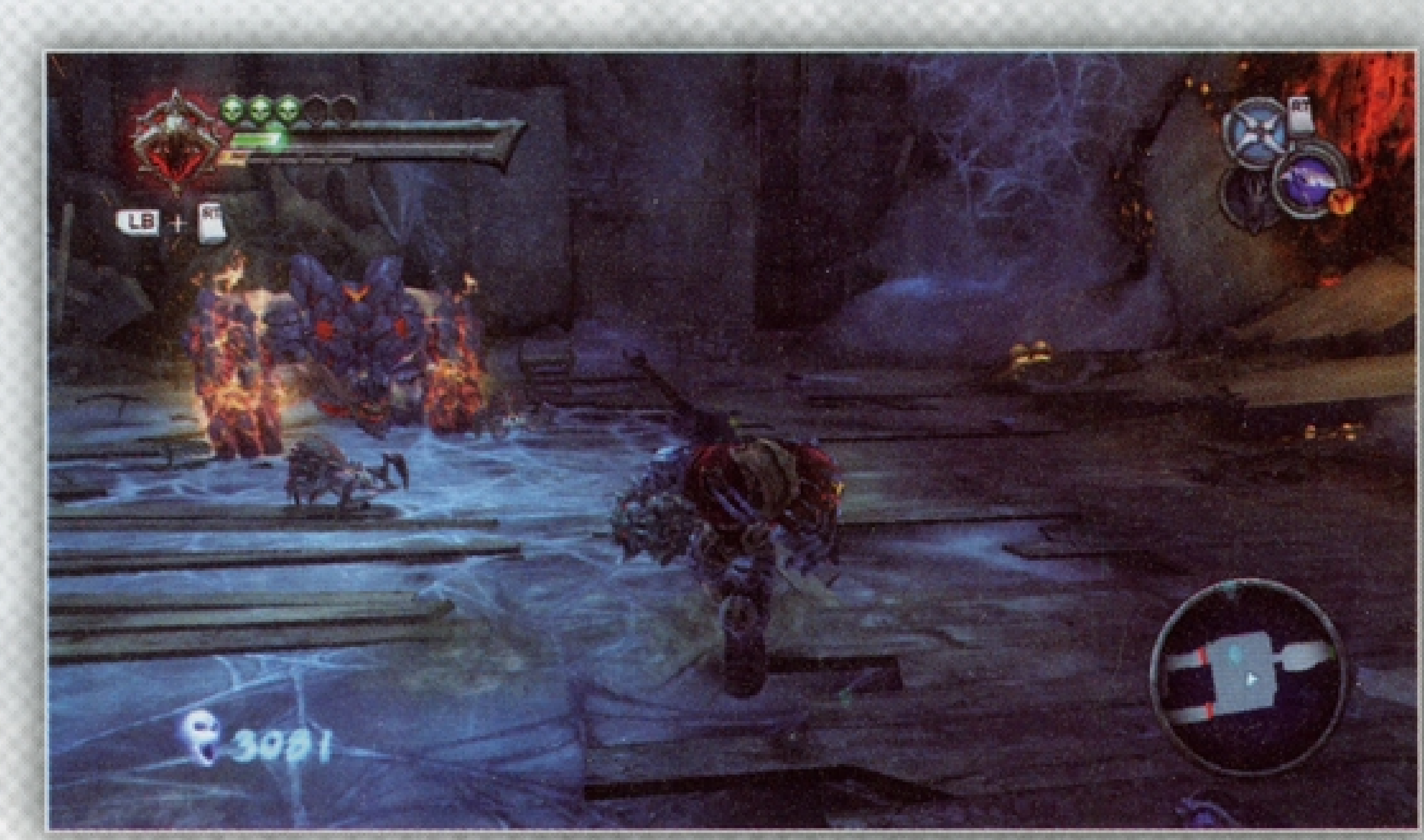
GIVE A BOMB A LIFT



This next building has a large trench in the middle of the floor, as well as a lengthy wall covered with Demonic Growth and Lashers in the far left corner. Though you can easily climb the Demonic Growth to the uppermost level, the large assemblage of red crystals prohibits you from exiting. The only way to continue past this room is to raise the firebombs atop the basement's large, stone block all the way to the top.

Leap into the trench and push the block with the firebomb atop it onto the lift marked with the yellow and black stripes. Climb out of the trench and activate the lift controls to bring the block within reach. Now push the block toward the trench's edge. While you're pushing it, hit it with a Shockwave Punch to knock it across the room to the second lift. Use the Crossblade to stun the Lashers and explosive pustules on the Demonic Growth. Quickly climb the wall to the lift control on the upper level. Use one of the firebombs to blow up the red crystals, and continue to the next room.

You enter a room littered with furniture, debris, and enemies. Barriers appear over the doors. The only way you can escape is to slay the Undead Lords and Conscripts that appear. Unfurl the Reaper Blade attack to maintain some distance from the glut of enemies trying to surround you. Follow the Scythe attack with a lengthy combination from the Chaoseater—work to fill the Chaos Meter, but don't trigger it yet! A massive, fire-ringed beast known as an Earthcracker appears after you dispatch the initial enemy wave. The Earthcracker is the most powerful form of Gholen. It inflicts serious damage with its Dozer Charge attack. Waste no time activating Chaos Form, and cut down the monstrosity before it gets a chance to attack!



Push through the spider webs to the next room, and take a moment to slaughter the dozens of Broodlings living there. Continue through the tunnel on the other side. A massive orange seal blocking the way to Silitha dominates this next area. You can break this seal only by slaying each of the four Loom Wardens and the massive Broodmother. Collect the Health from the casket on the lower level. Then continue clockwise around the room's edge, and cross the narrow spider bridge to the door on the upper level. Turn right at the Beholder Door and watch as War crashes through the rotting floorboards.

Intro | Bringers of the Apocalypse | Basics of War | Walkthrough | Forces of Heaven and Hell | Collectibles | Achievements & Trophies

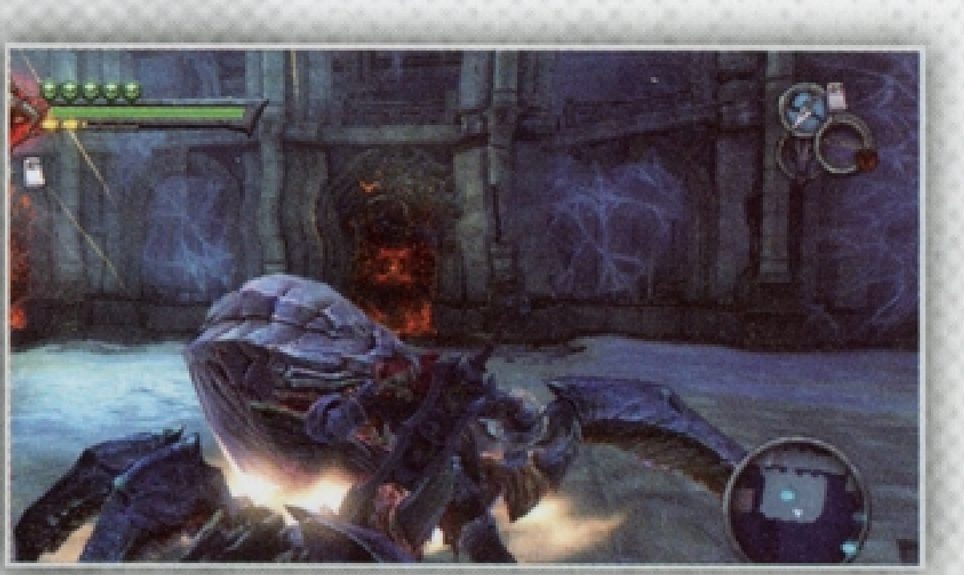
New Gear! Abyssal Chain

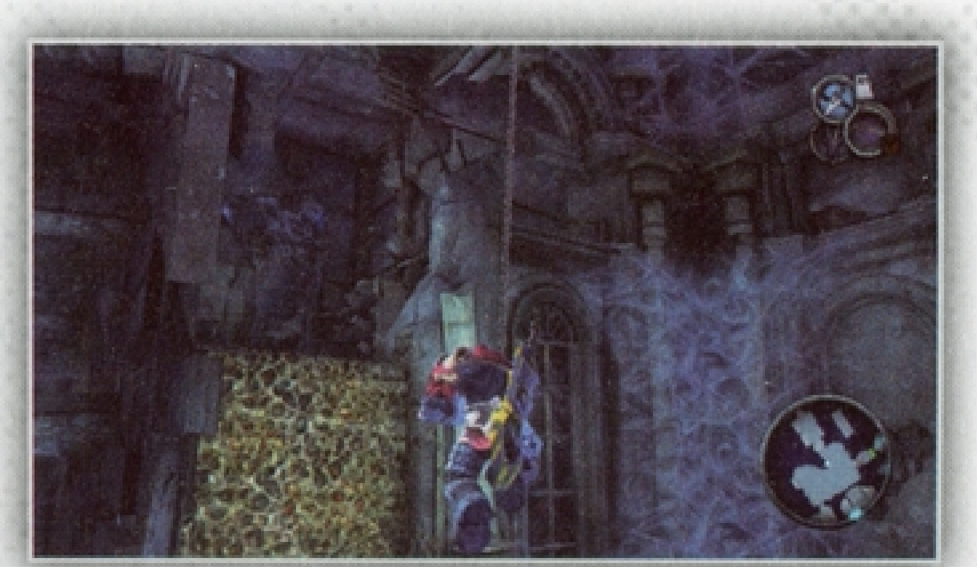
Your lengthy search for a way to deal with the Loom Wardens has finally come to an end! You can use the Abyssal Chain to grapple to the red and blue hooks that you've no doubt seen hovering in the distance. Press the Use Gear button to grapple objects or enemies and pull them toward you (War retracts the chain automatically). Some objects or enemies are too heavy to pull toward you. In such cases, you fly through the air toward the larger object after the Abyssal Chain takes hold of its target. You can swing from Blue Chain points and pull yourself toward the Red Chain points.

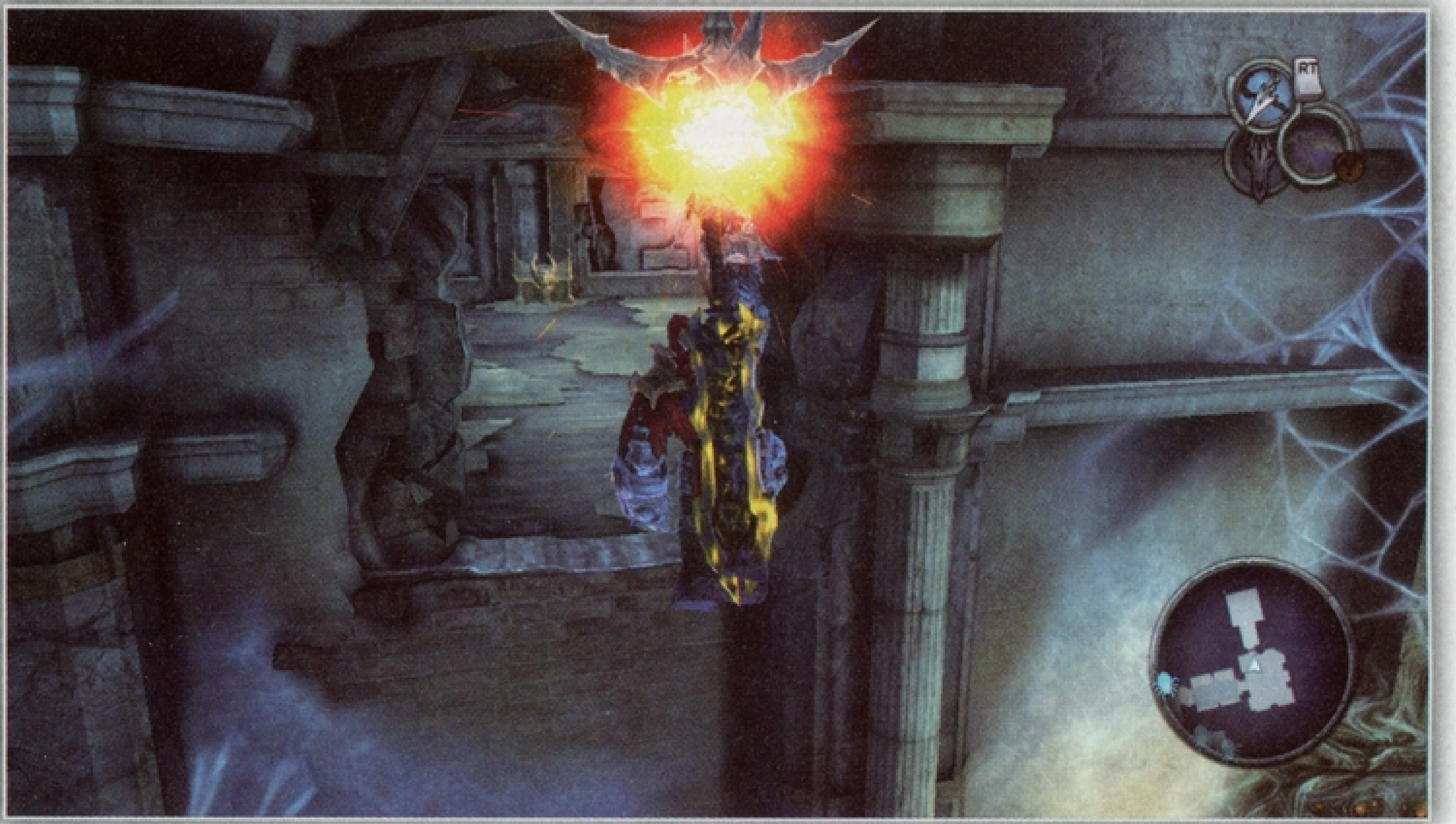
REACH OUT & TOUCH SOMEBODY

War finds the Abyssal Chain in Iron Canopy after sneaking past the first two Loom Wardens. War's progress is limited without it, and he ultimately finds it shortly after falling through a hallway floor.

HUNTING THE LOOM WARDENS

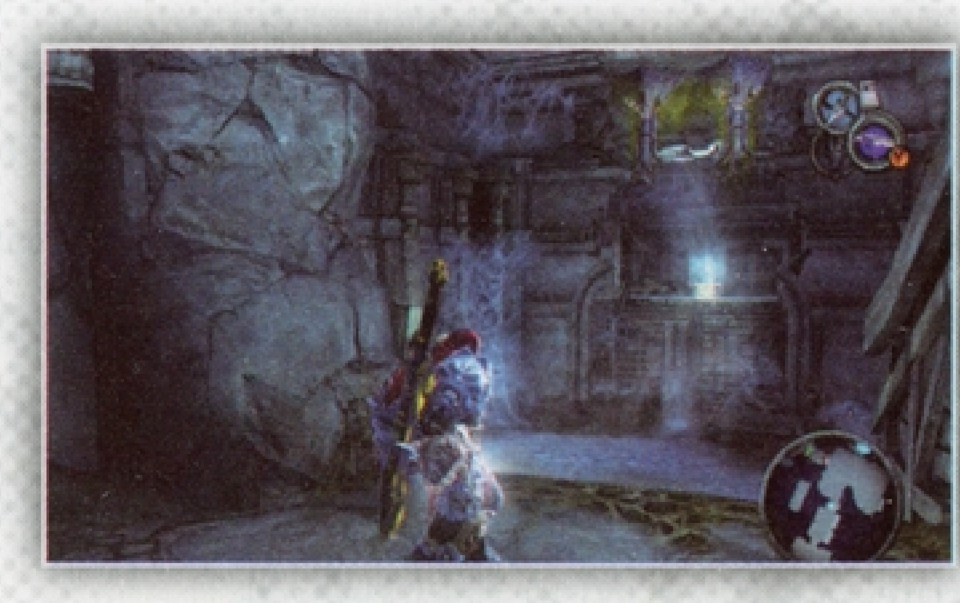




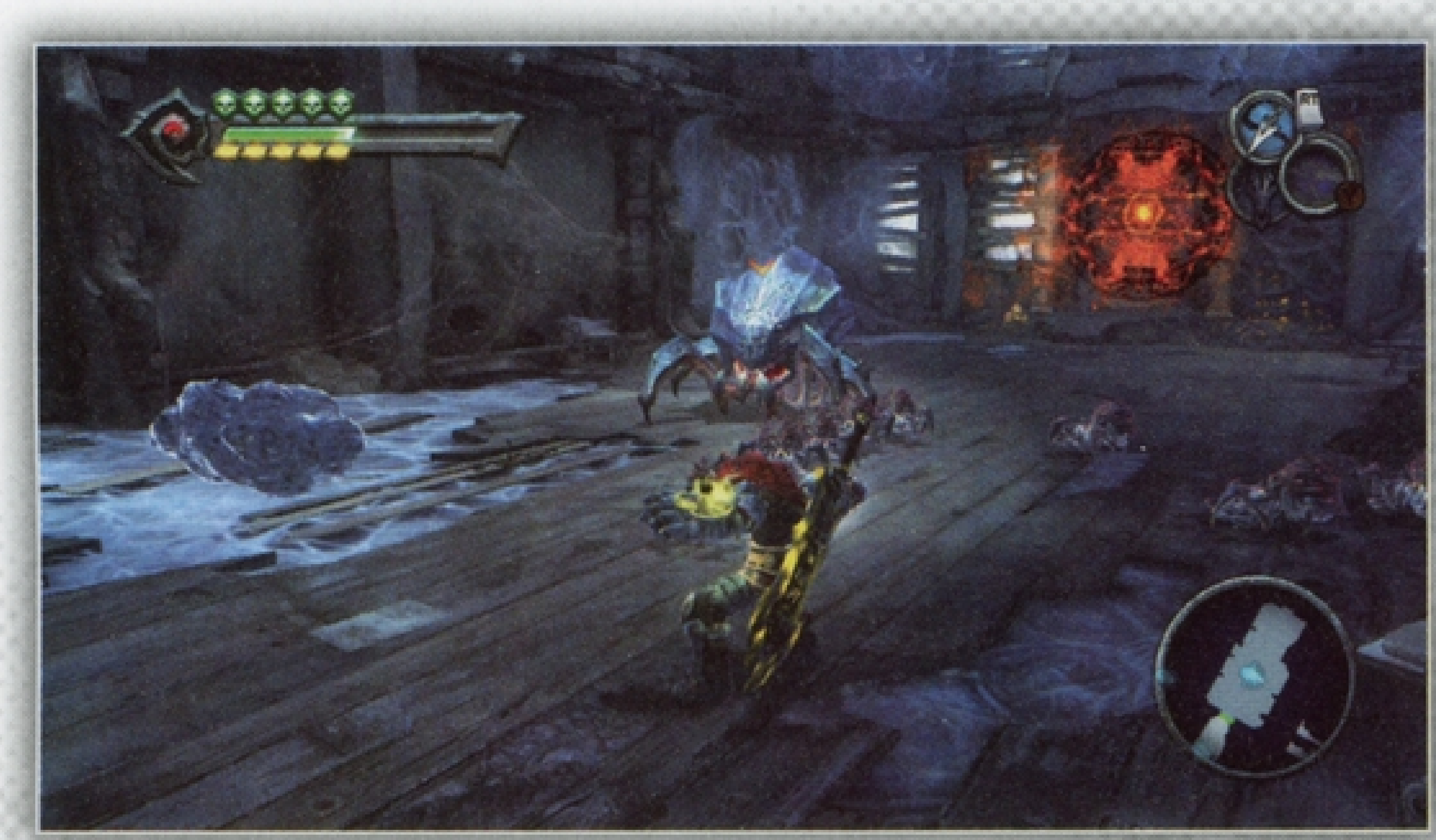


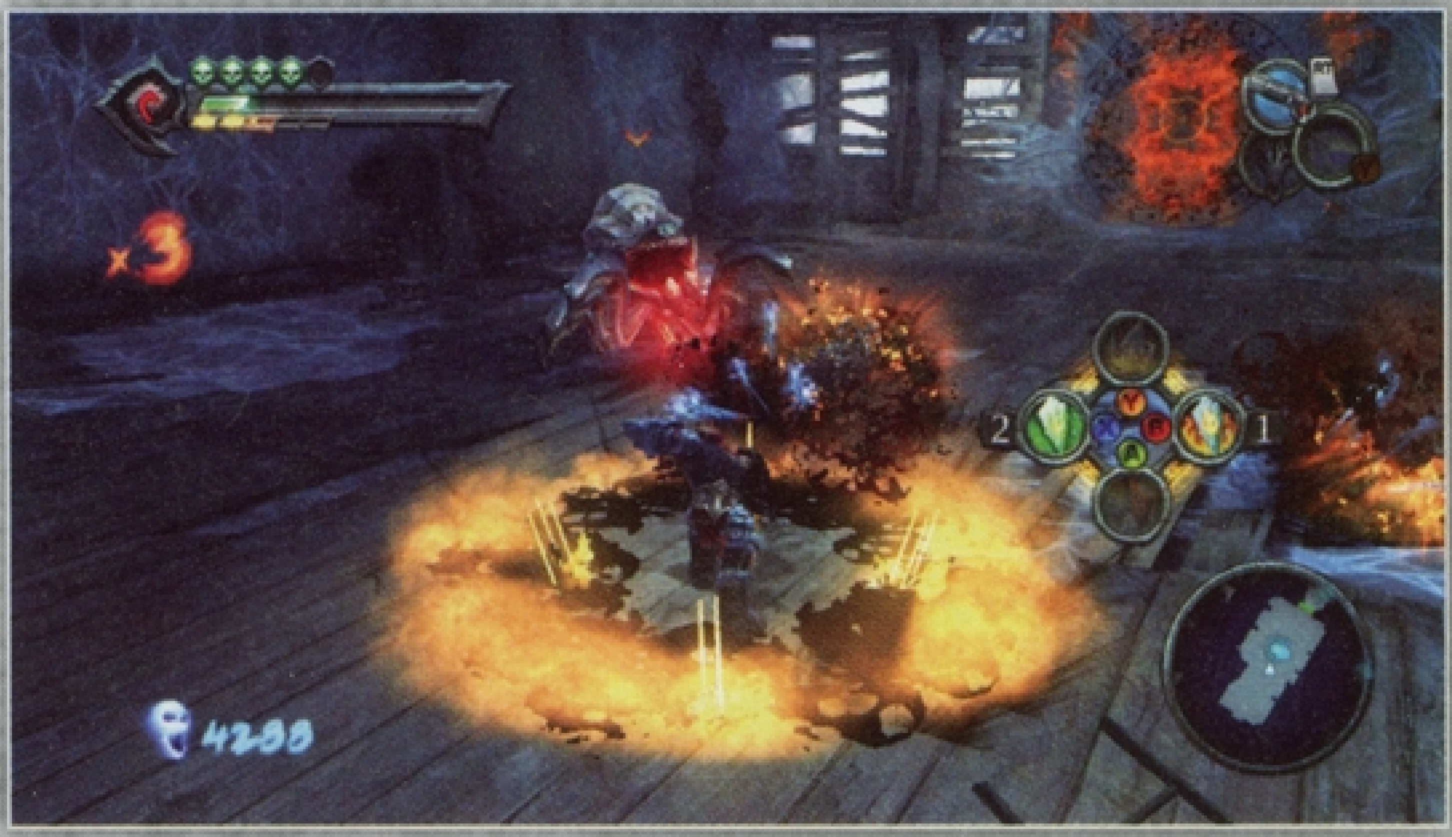
Access the menu to assign the Abyssal Chain to the Gear & Wrath inventory slot previously assigned to the Earthcaller. The very first Loom Warden drops from the ceiling immediately after you collect the Abyssal Chain. Fire the Abyssal Chain at it to yank the protective carapace off the spider's torso. This exposes the Loom Warden's weakness—activate Chaos Form and slash at the bulbous tender area to kill it.

Grapple to the Blue Chain point above the nearby hallway, and swing toward the Demonic Growth. Climb up to the ledge overlooking the room with the Beholder Door. Then grapple to the Blue Chain point over the door. Swing to the Demonic Growth on the left, and then again to reach the Chronosphere. Use the Red Chain point to collect the **Abyssal Armor Piece** from the casket in the upper room. Now drop back to the Chronosphere.



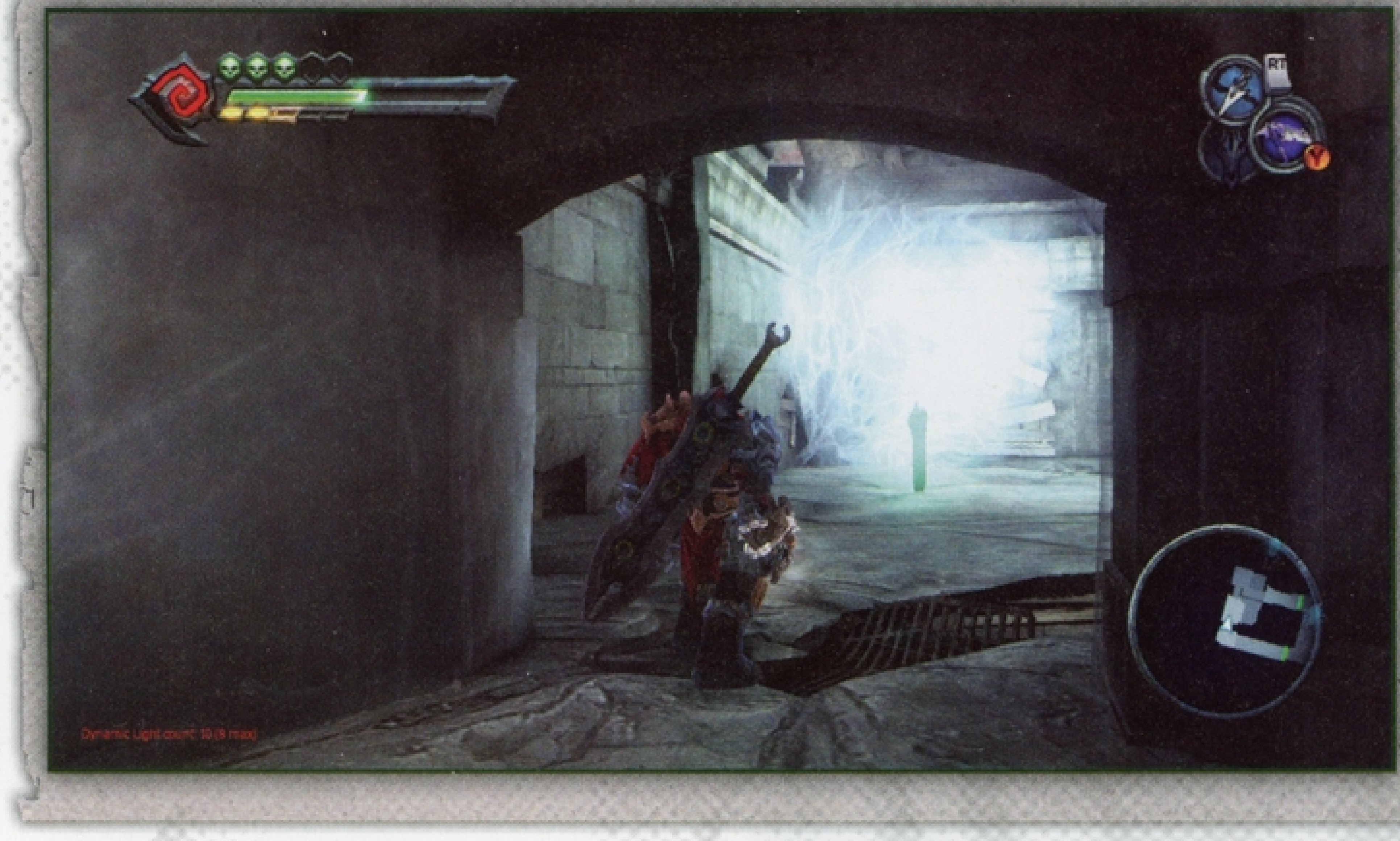
Activate the Chronosphere, and rapidly grapple past the Goremaws toward the caskets containing the **Beholder's Key** and Health. Stun the Goremaws with the Crossblade, glide down over the fence, and use the key to exit the room.





ARTIFACT: CHAMPION

Kill the second Loom Warden and head west to the room with the two hallways leading away from it. Enter the south hallway and grapple to the Red Chain point. Leap to the ledge to find this **Artifact** in a small alcove on the right.

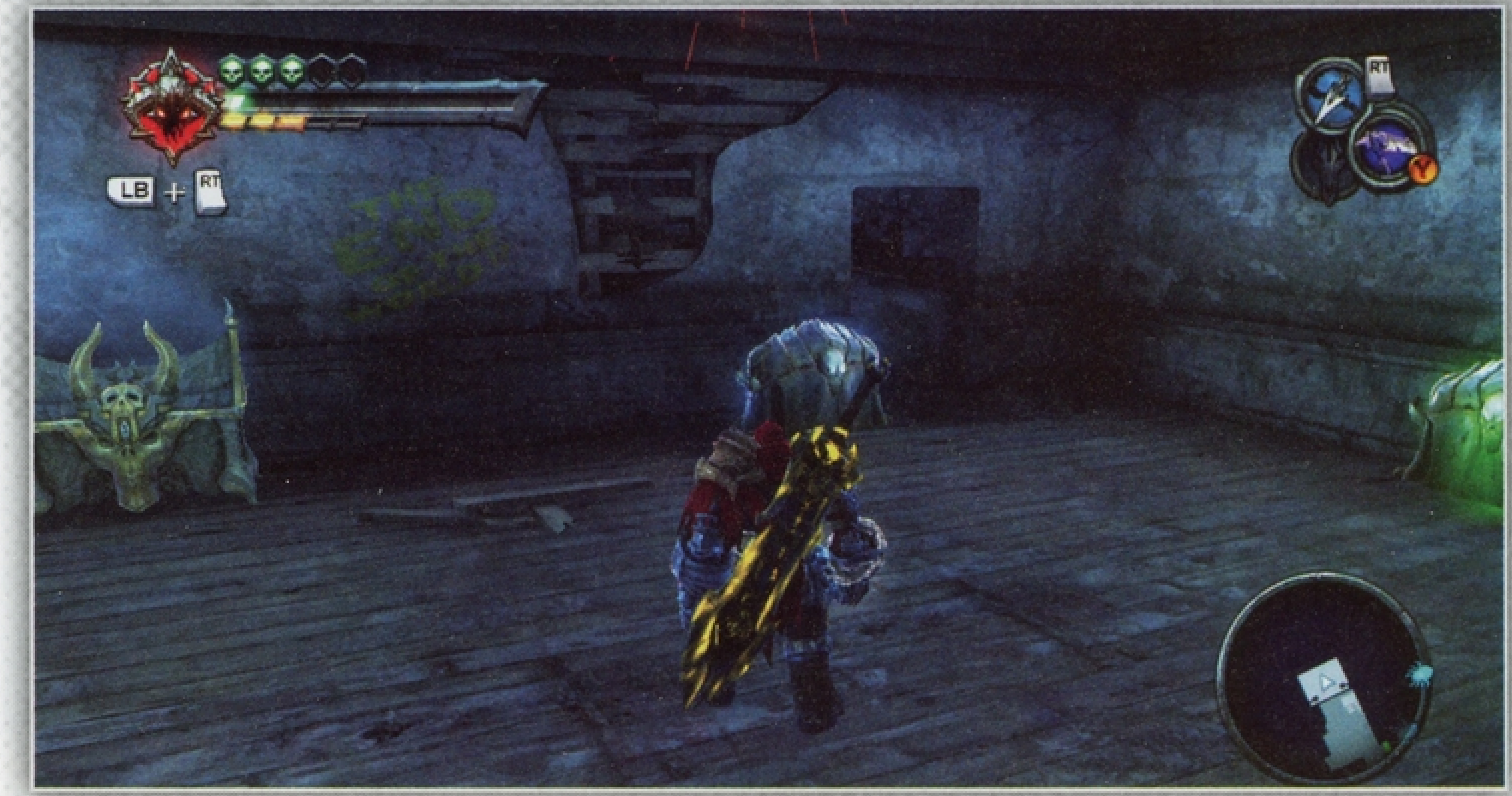


You return to the room with the massive seal over the door on the left. Although the bridge you crossed earlier is no more, you can cross the void via the Red Chain points. Enter the hallway to the right of the large seal. Drop off the ledge to reenter the room where you encountered the massive Earthcracker.

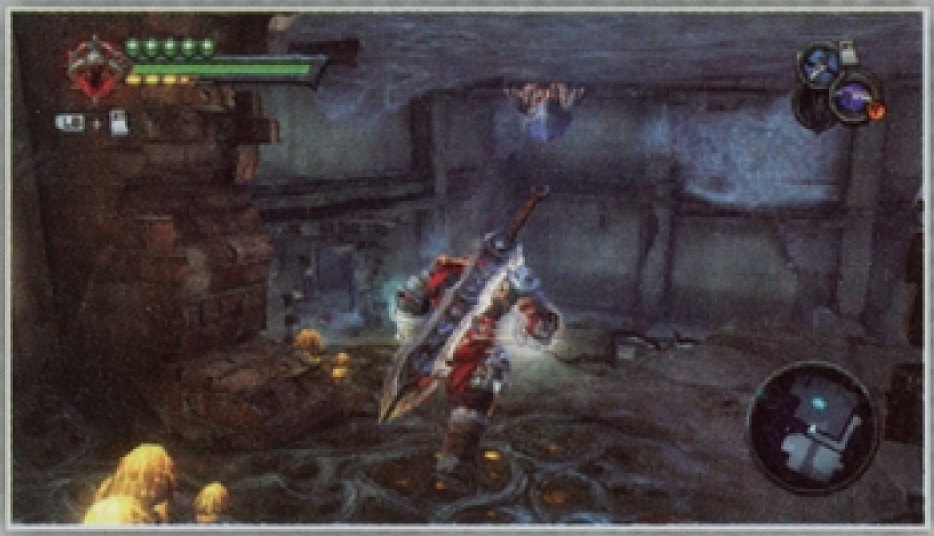
The second Loom Warden descends from the ceiling and attacks with a gaggle of Broodwings. Quickly fire the Abyssal Chain at the Loom Warden and yank off its carapace, just as with the previous one. Use the Scythe and Crossblade to rack up a massive combo as you dash to avoid the Loom Warden's powerful jaws. Finish them off with a Blade Geyser blast!

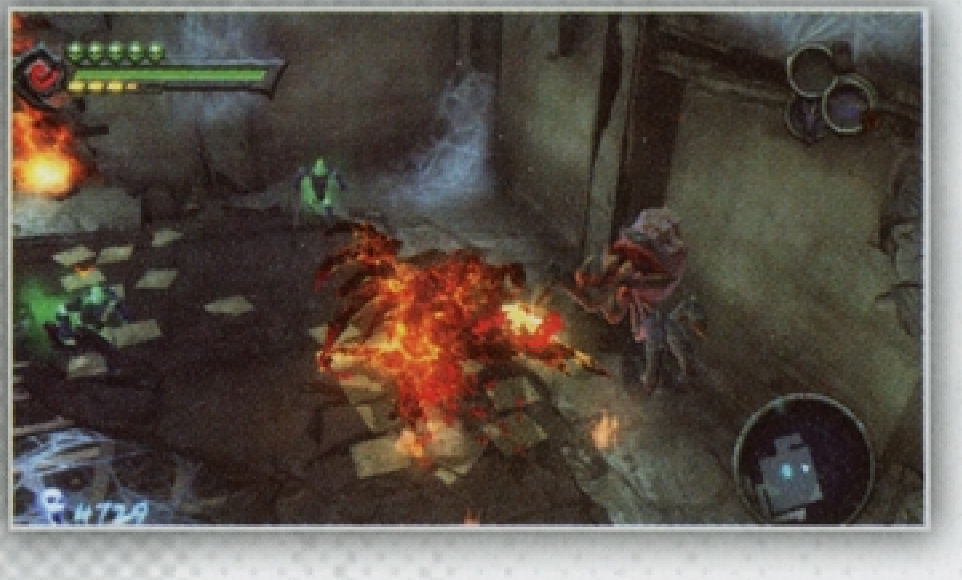
TWO LOOM WARDENS DOWN, TWO TO GO!

Make your way back through the room with the firebomb and the two lifts. Return outside into the alley with the fire escapes. Climb the fire escape's stairs, leap off, and grapple through the building's opening at the alley's end to find three Caskets. Pry them open to obtain Health, Souls, and the invaluable **War's Glory** enhancement! Assign War's Glory to the Chaoseater at once, and shuffle the other enhancements around as you see fit.

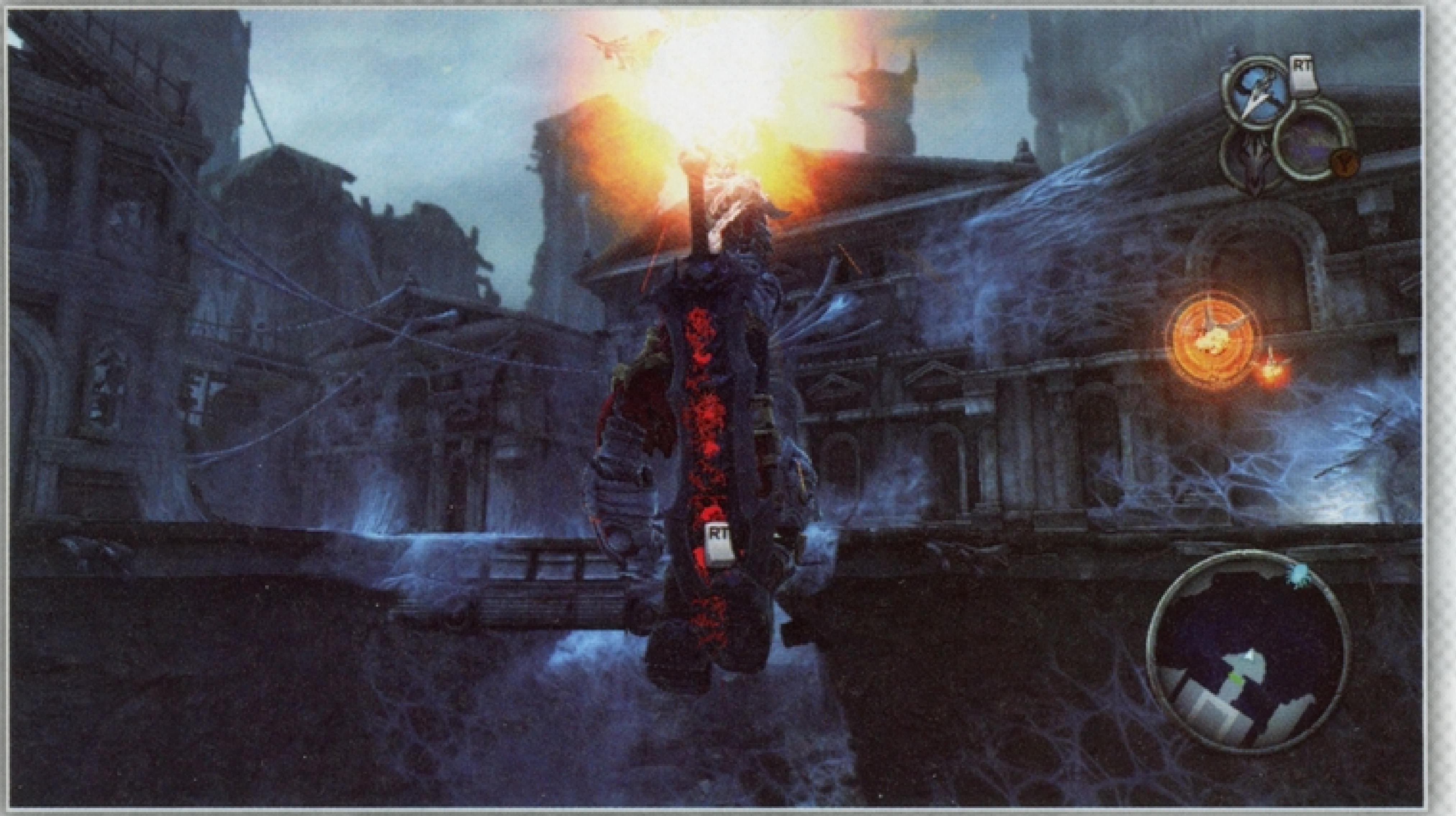


Proceed through the doorway at the alley's opposite end to return to the room with the Loom Warden scurrying upside-down on the glass-like webbing floor. Use the Abyssal Chain to yank off its carapace and to knock it onto the floor where you can attack it. Activate Chaos Form—it stays active much longer thanks to the War's Glory enhancement. Slice through the spider and the Undead Lords that appear. Climb the ledges in the elevator shaft to exit this room. Proceed back through door to the large outdoor area where you were first bound.



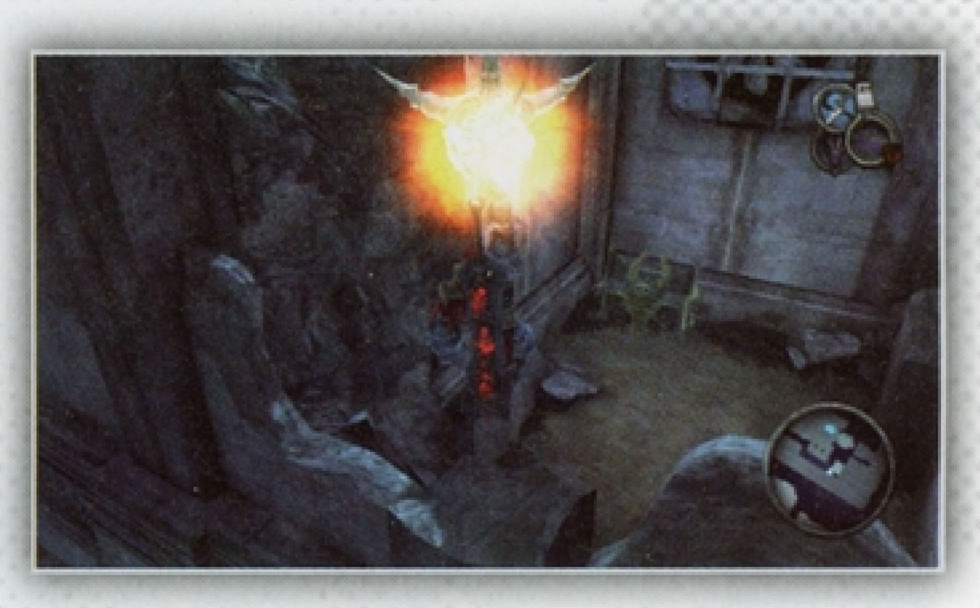


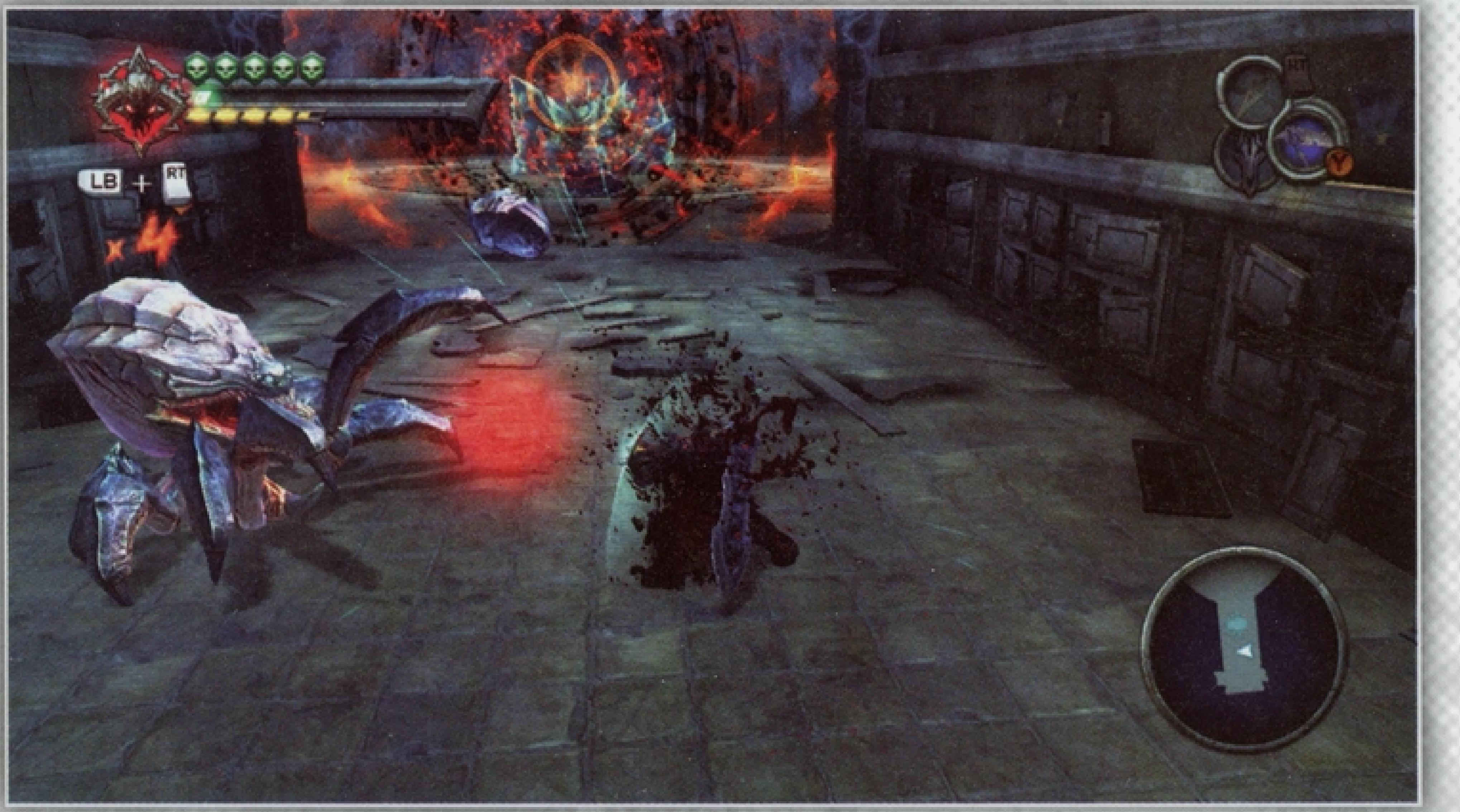
Use the Abyssal Chain to cross the gap between the two sides of the map. Turn to the left and grapple back to the chests on the section of street beside the initial starting point. Proceed across the bridge once again to the building where you saw the very first Loom Warden. Yank the Loom Warden off the ceiling with the Abyssal Chain, and watch as it crashes through the weakened floor into the basement.



Get the Empty Vessel!

Let the fourth Loom Warden wait in the basement for a moment. Cross the room on the cable of webbing, just as before. Continue outside to the street. Look for the Red Chain point around the corner on the right, and grapple up to find a casket containing another **Empty Vessel**. Proceed up the hill, leap off the edge, and grapple to one of the Red Chain points to return to the building where the Loom Warden is.





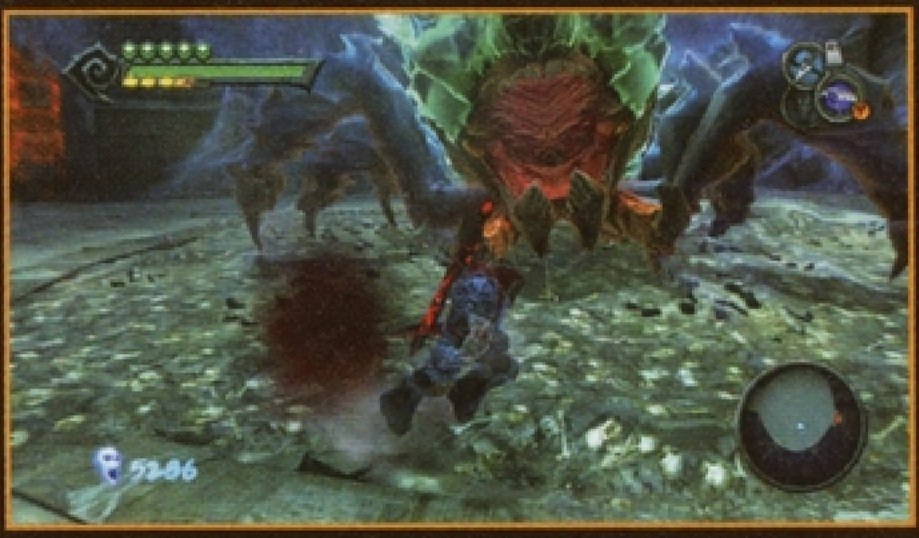
Drop through the hole created by the freefalling Loom Warden, and spring into action against it! You have a big fight with the Broodmother coming up in the next room, so don't take any chances with this last Loom Warden. Activate Stoneskin or Chaos Form to increase your resistance to attacks, not to mention your offensive power, and slay the beast quickly. Collect the Health from the casket at the end of the hall, and continue toward Broodmother.

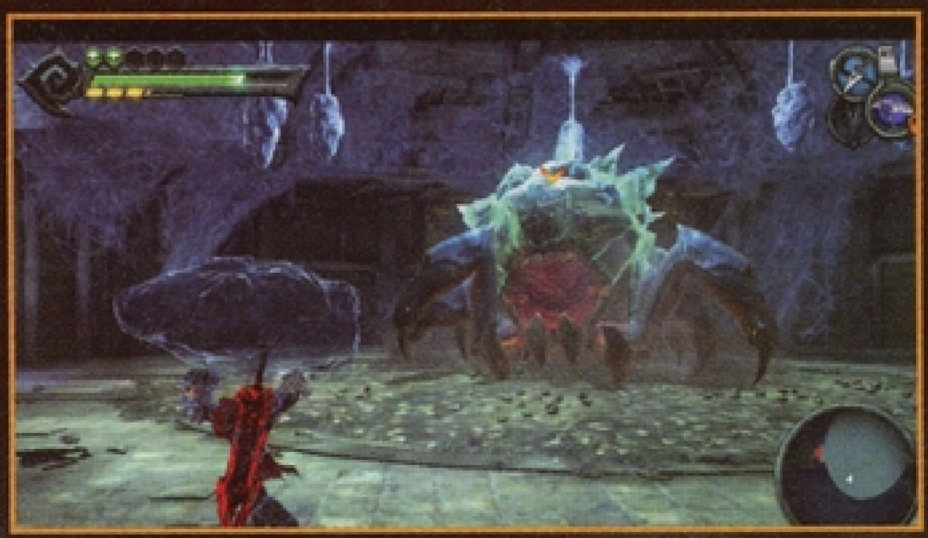
Broodmother

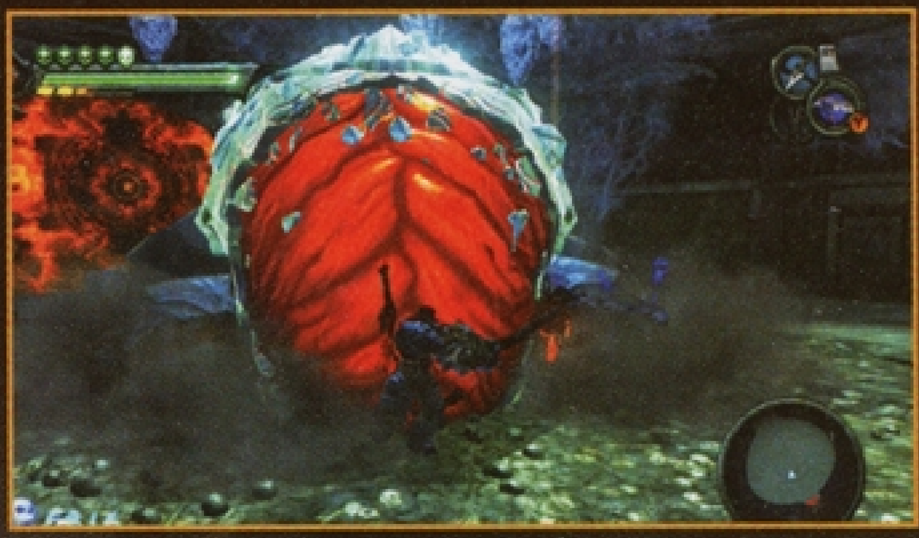
BROODMOTHER'S ATTACKS

ATTACK	DEFENSE
Biting Charge	Listen for Broodmother to let out an exaggerated breath and dash to the side. She exhales before lunging forward with a biting attack.
Seismic Slam	The Broodmother leaps high into the air after being attacked, and her landing's impact causes great harm to War. To avoid the shockwave, double-jump and glide through the air after she leaps.

The Broodmother is the last line of defense for the spider queen, Silitha. Unlike the Loom Wardens, Broodmother is no pushover! For starters, Broodmother is far too large for you to yank around with the Abyssal Chain. Not only does the Abyssal Chain simply clank off the Broodmother's crystalline shell, but you can't hurt the Broodmother head-on anyway. The Broodmother spins in place to always face you in the room's center. She periodically lunges forward in a biting and pinching attack. Listen for the beast's lengthy exhale, and dash out of the way. The Broodmother always prefaces her lunging attack with a drawn-out breath, so listen closely.







Dodge the Broodmother's attack and fire the Abyssal Chain at one of the cocoons hanging from the ceiling. Wait for the Broodmother to open her mouth, and then throw the cocoon at it. The Broodmother instantly begins feasting on the web-wrapped snack and loses interest in you. Rush behind her and use the Tremor Gauntlet to shatter the crystal shell on her rear. The Broodmother attacks with her Seismic Slam—wait for her to leap high into the air—double jump and Shadowglide to remain safely off the ground when she slams the floor. Feed her another cocoon, run around back, and slash at her red weak spot. Keep this up until you're prompted to deliver the fatal blow.

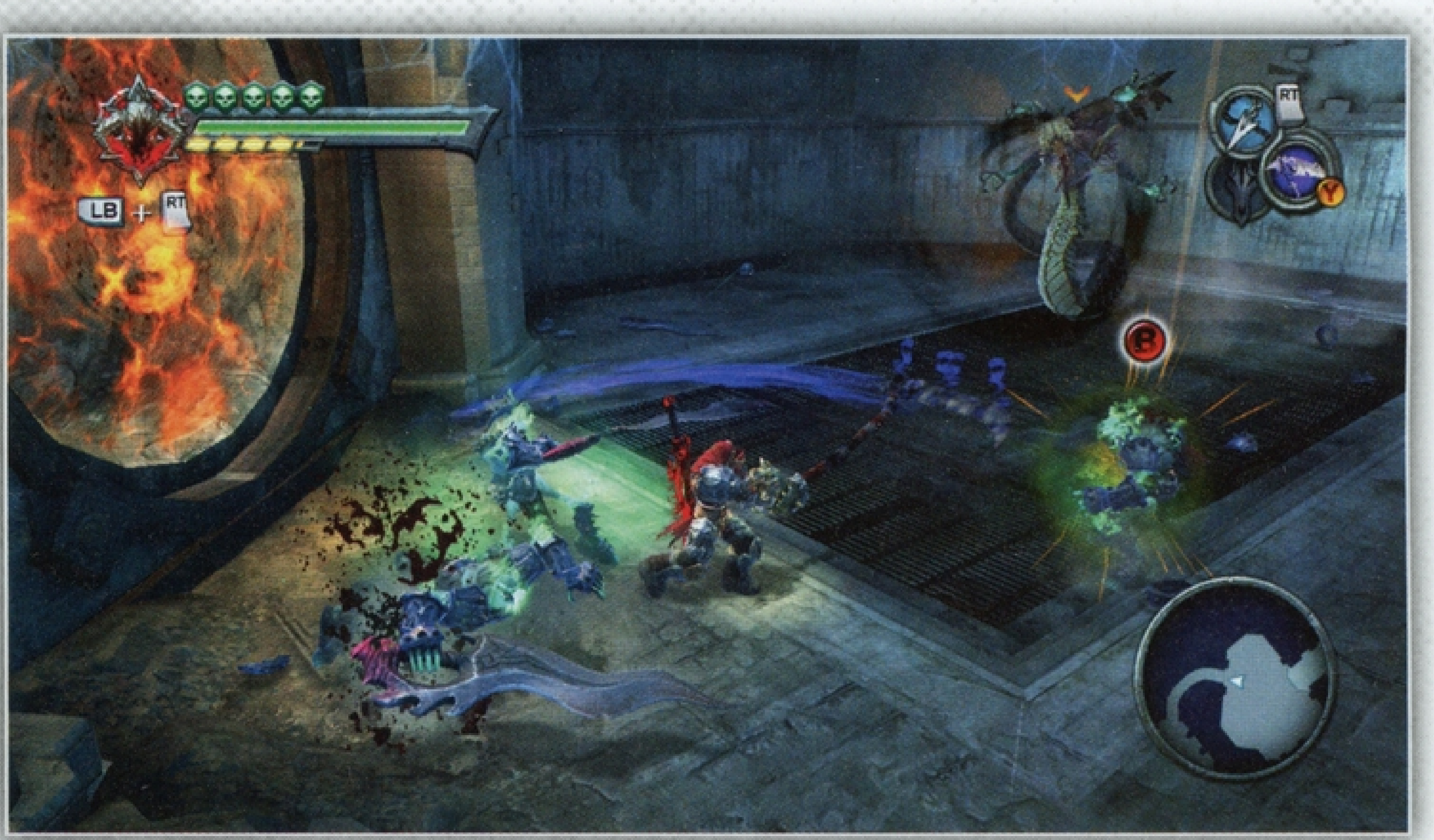
FINDING SILITHA

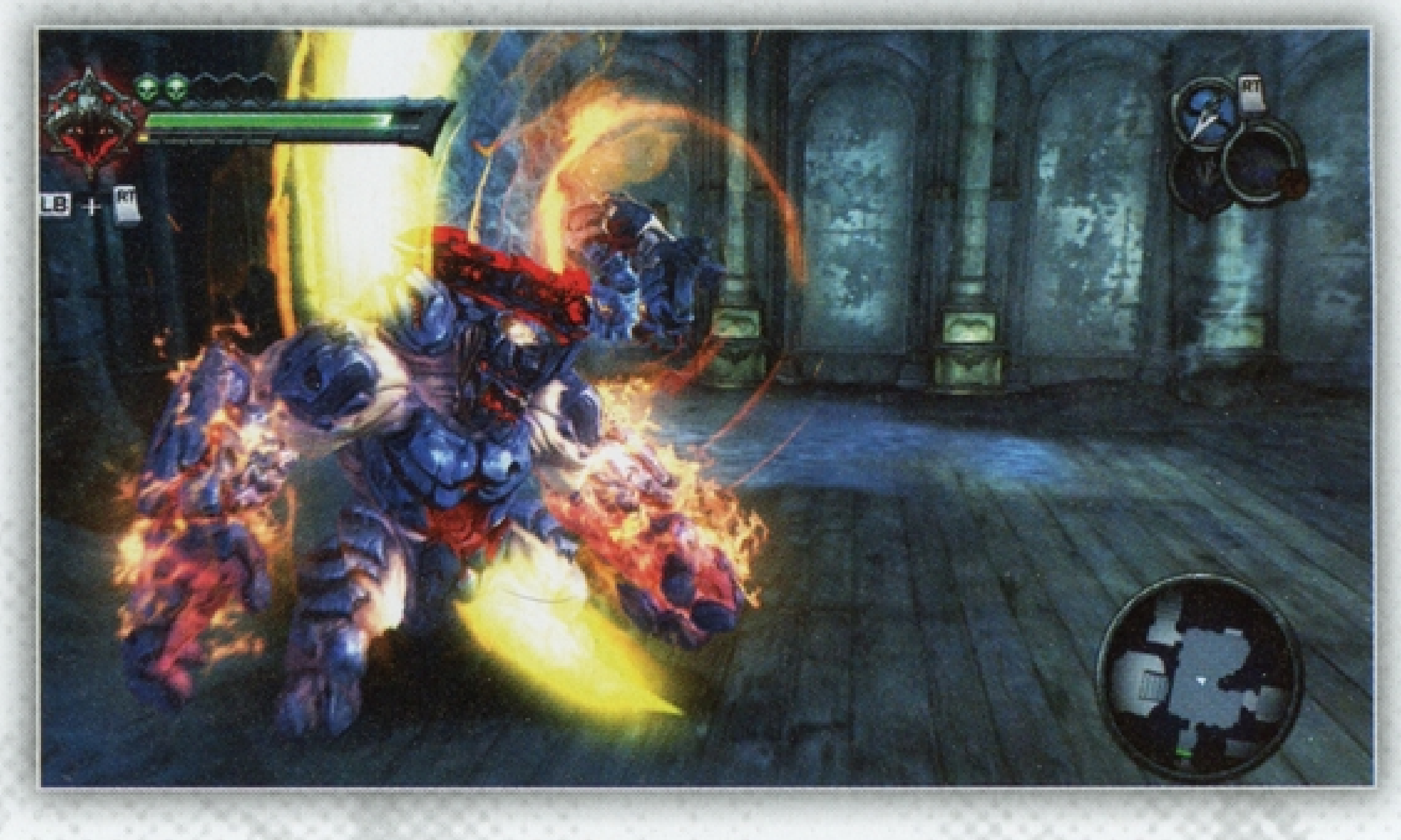
Follow the Watcher through the door at the far end of the Broodmother's den. Collect the Health from the casket on the right before you leap into the pipe up ahead. Multiple Shadowcasters and Undead Lords wait in the forthcoming room. Use the Flipsaw and Reaper Blade attacks to fill the Chaos Meter. Then use Chaos Form against the Grappleclaws that appear.

Continue to the lengthy, bottomless alley filled with Blue Chain points and Shadow Currents. Leap into the nearby Shadow Current, gliding up and back the way you came, to find the **Hoardseeker** on a ledge. Leap from the ledge down into the Shadow Current. Use the Abyssal Chain to swing from the Blue Chain points to the next Shadow Current, ultimately over to the Demonic Growth on the chasm's far end.

You come face to face with another slew of enemies trying to stop your advance toward Silitha. Activate Stoneskin to gain some protection against the Conscript and Fallen Angels that attack first. Toss the Crossblade at the Broodlings to increase the multiplier and to harvest as many Souls as possible. Meanwhile, focus on the Earthcracker with the Chaoseater. Resist the urge to use Chaos Form—you need it shortly for your fight with Silitha. Instead, attack with Flipsaw and Harpoon Tackle moves after you dodge the molten beast's Dozer Charge attacks.

Push through the rooms you previously traversed to reach the room with multiple Red Chain points. Grapple across the gap to the other side, and continue through the door where the massive orange seal used to be. The path here forks, but you can travel only along the right-hand route. Use the Demonic Growth and Abyssal Chain to cross the gap. Climb the Demonic Growth in the distance to the casket next to the Watcher.





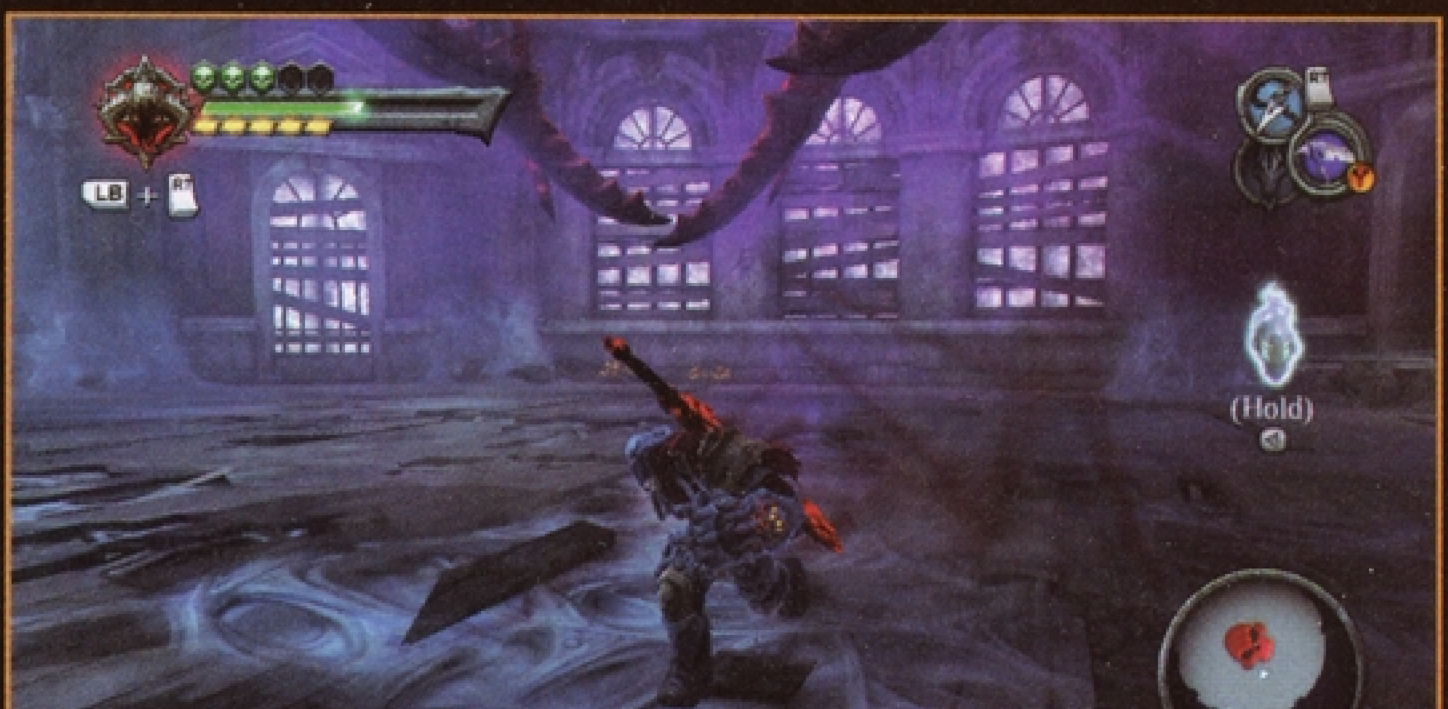
Silitha

SILITHA'S ATTACKS

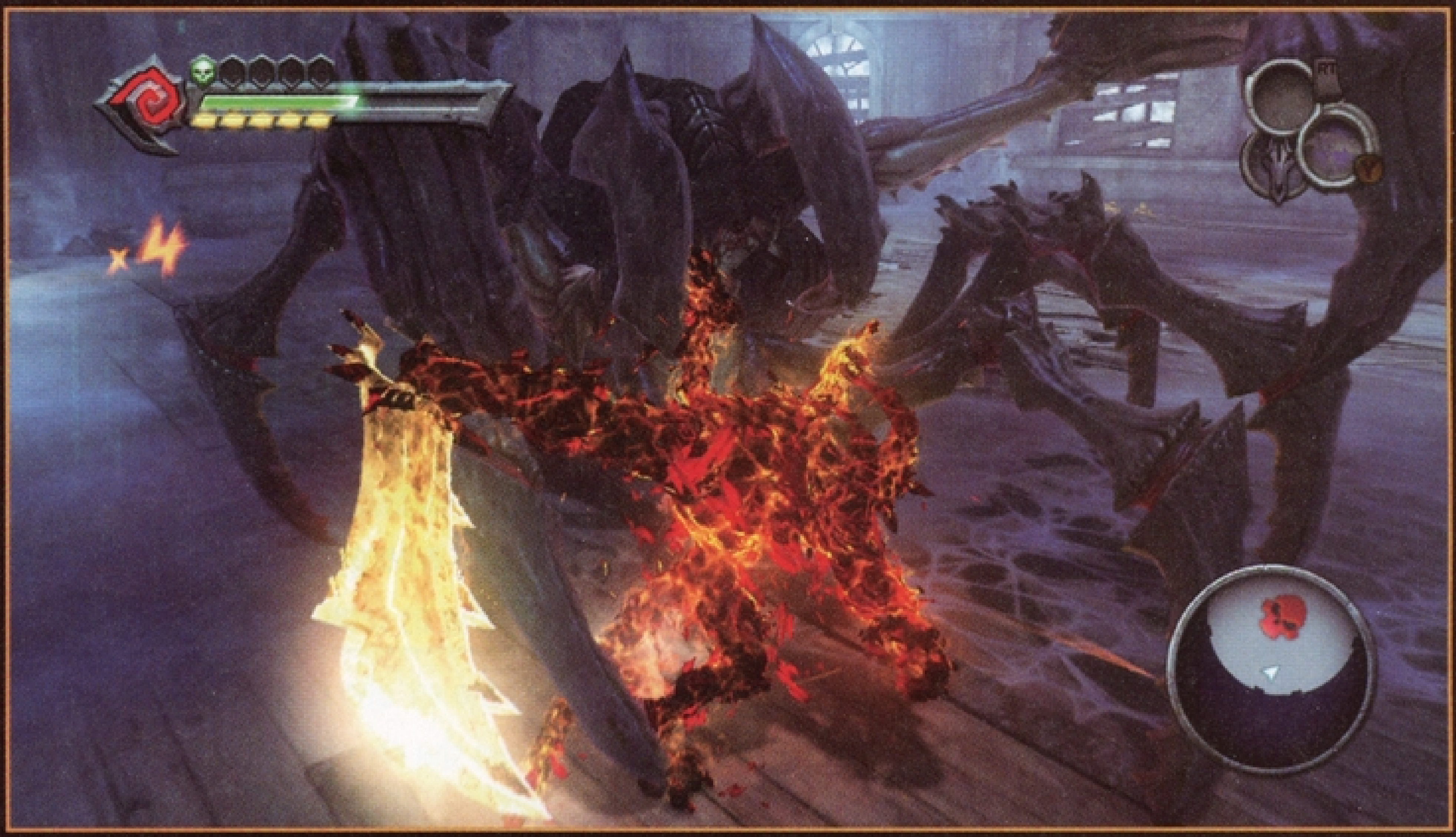
ATTACK	DEFENSE
Dimension Claw	Silitha warps around the room and emerges from a pink flash of light, her claws stabbing violently forward. Keep moving and dash away from Silitha as soon as she reappears.
Dimension Slam	Silitha vanishes and appears in the air above you, hoping to land on you with her massive heft. Stay on the run, and dash out from under Silitha when she reappears.

Unlike the Loom Wardens and Broodmother, Silitha doesn't have a special soft spot that you must access. Her entire body is vulnerable to attack. The challenge comes in actually getting close enough to hit her. Silitha stands back from you at first, as if to dare you to get close. Then she teleports in an attempt to land on and crush you. Your only hope is to keep running and dash out from under her when she materializes above you. Silitha typically teleports three times before she returns to one side of the room. Dash toward her and fire the Abyssal Chain at her throat. This sends you flying through the air toward her head—immediately start slashing at her head with the Chaoseater!

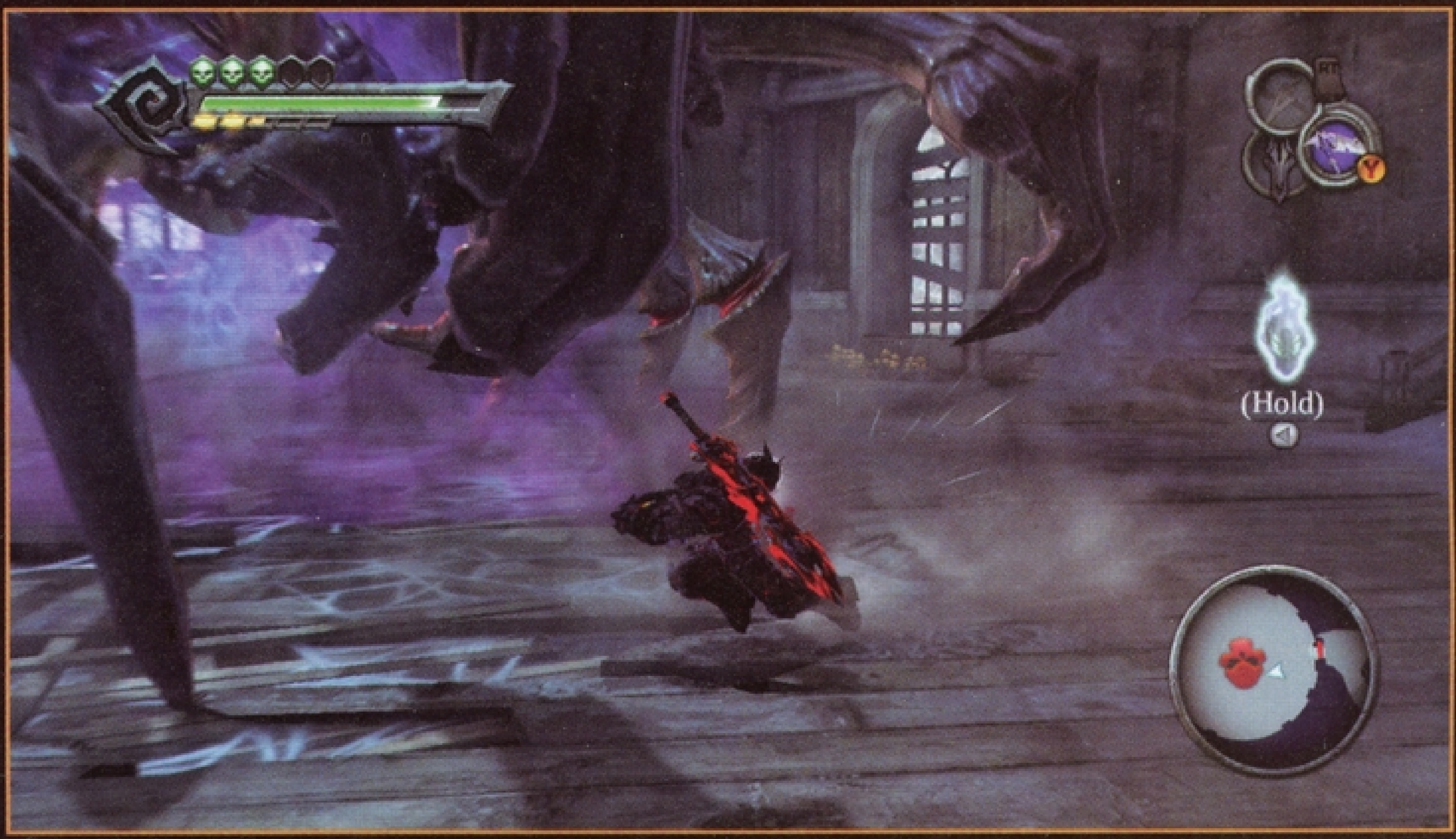
Don't struggle, it will be over soon.

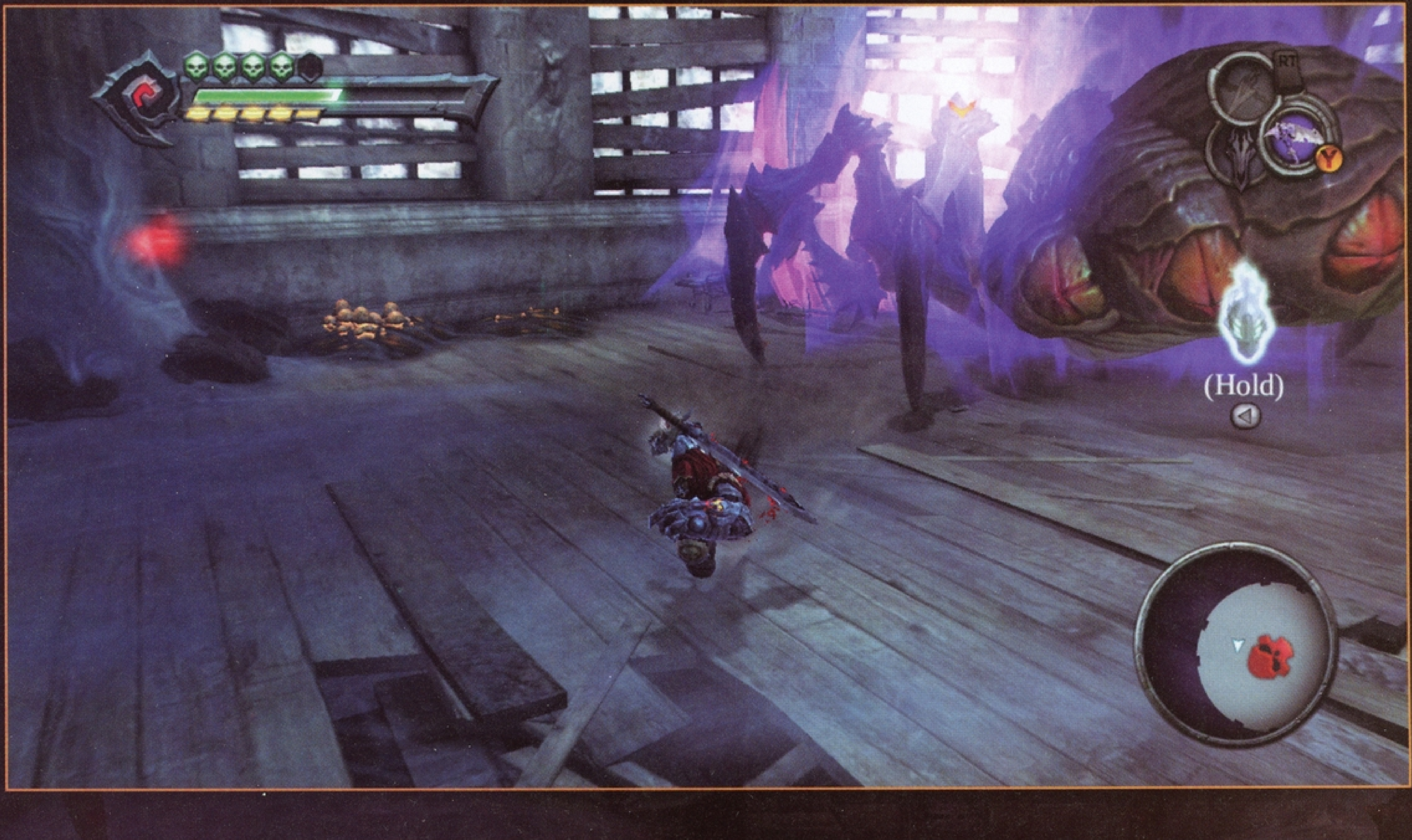


Silitha vanishes while you attack her, but she reappears in the air to crush you. Keep moving and repeat the preceding steps to hit her again. Silitha soon gets frustrated with your attacks and unveils her Dimension Claw attack. Watch for her to emerge from a pink flash and immediately claw at the ground in front of her. Activate Stoneskin for a measure protection from these attacks, and do your best to avoid them. Keep running at all times, and dash between her legs as she emerges from the ether. Look for an opportunity to get close to her and activate Chaos Form. Slash at her with a barrage of sword attacks, and do your best to stay close to her as she moves about the area.



Silitha flees to the ceiling once she's mortally wounded. Grapple to one of the Blue Chain points that appear in a ring around her, and watch as Silitha crashes through the floor, freefalling onto the rocks in the basement. There, War collects the final **Heart of the Chosen** and another **Lifestone**.





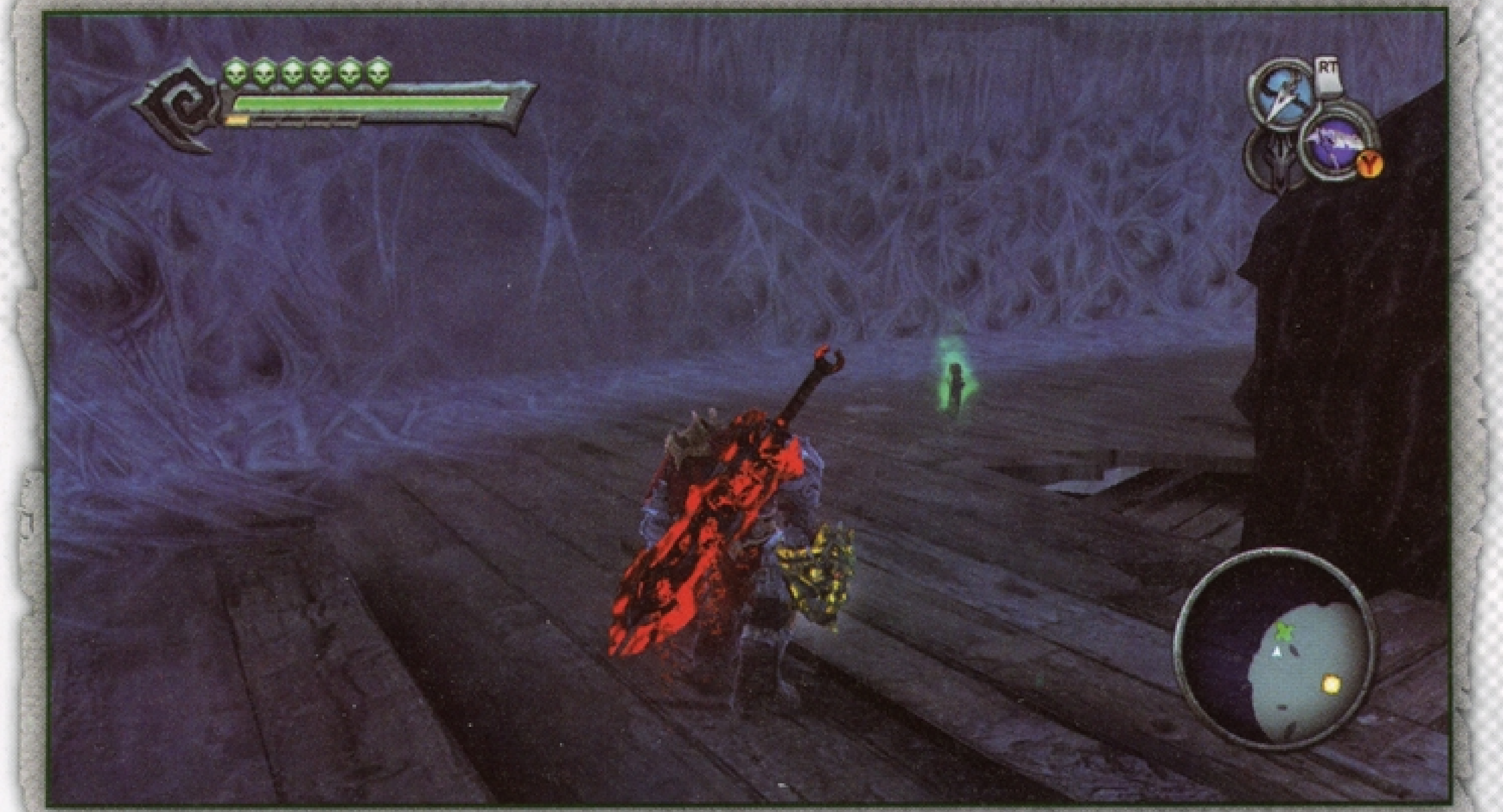
ONE MEAN MOTHER

Use the Abyssal Chain and Chaos Form against the massive spider queen known as Silitha. You must keep moving to avoid Silitha's teleportation attacks. Watch for her to stand still, and grapple to her throat whenever she begins to taunt you. Slash at her repeatedly to whittle her down.

Return Silitha's Heart to Samael

ARTIFACT: SOLDIER

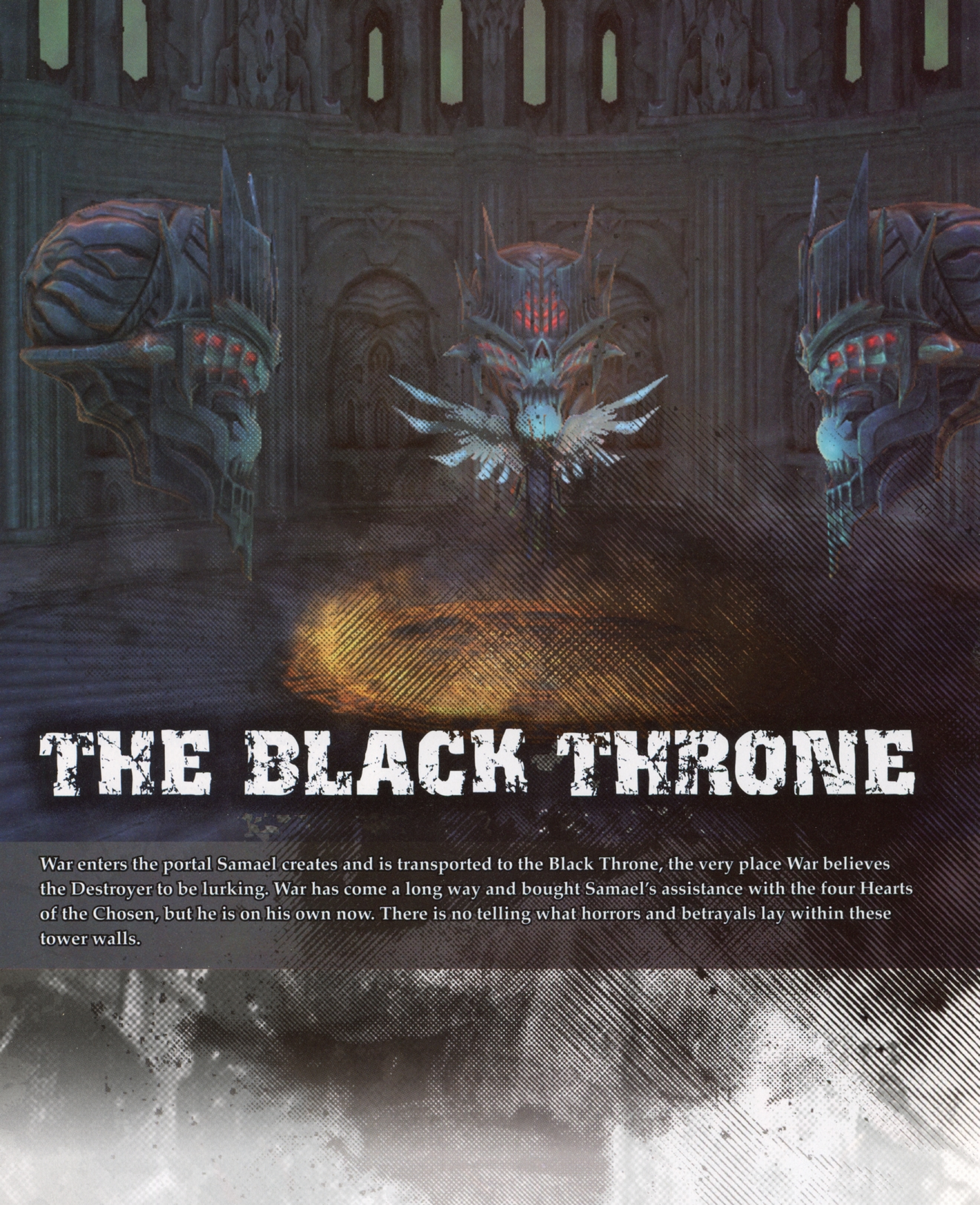
Throw the Crossblade at the Crystal Blade on the floating rock. Then grapple to the Red Chain point as it begins to rise. Glide down to the middle level below, where you fought Silitha. Look behind the rocks to find this **Artifact**.



Exit the bottom of the cave, where Silitha's corpse lays impaled on the rocks. Grapple across the chasm to the ash-filled tunnel ahead. Summon Ruin, and sprint back along the horseshoe-shaped tunnel, across the Soul Bridge, to the Ashlands. Return to the nearby Vulgrim location, and use the Serpent Hole to pay Samael one more visit to Scalding Gallow.

Samael opens the portal to the Black Throne, just as he promised. Though you may want to do some exploring with your newfound Abyssal Chain, this is not the time. War automatically enters the portal and is whisked away to the Serpent Hole leading to the Black Throne. Traverse the mystical walkway and understand that revenge is not far ahead.

I recognize a quest for revenge when I see one. And revenge, I respect!



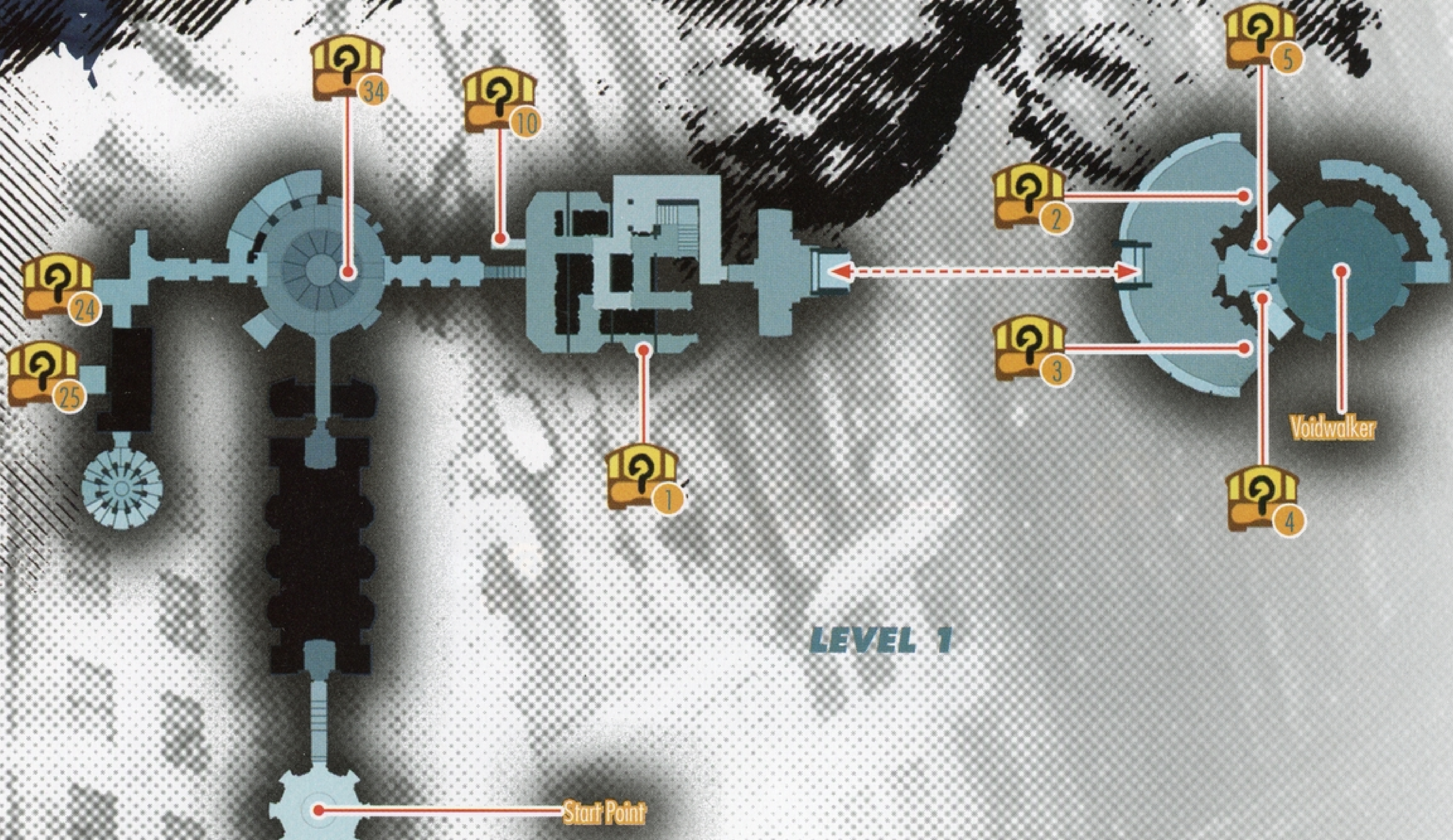
THE BLACK THRONE

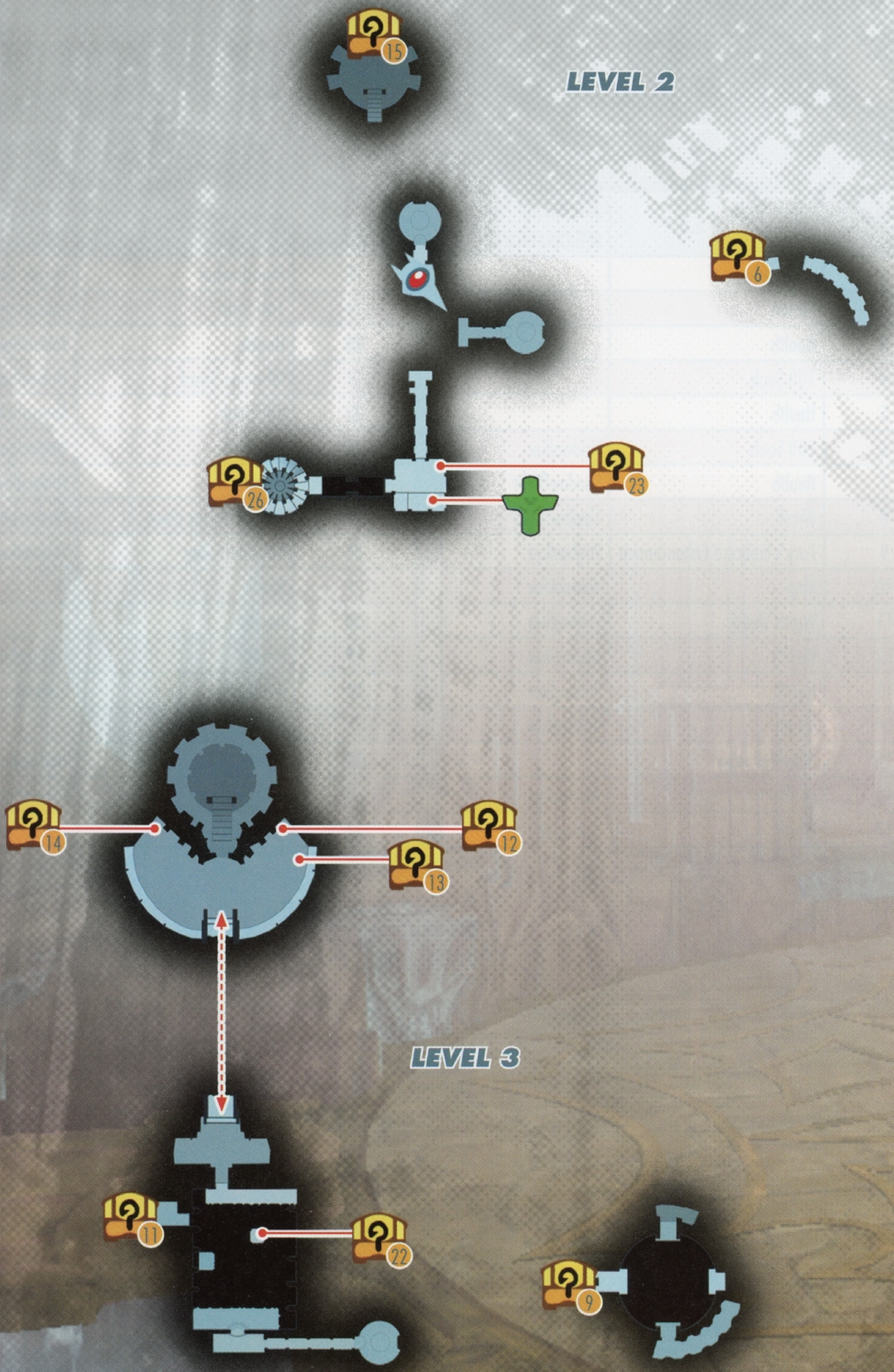
War enters the portal Samael creates and is transported to the Black Throne, the very place War believes the Destroyer to be lurking. War has come a long way and bought Samael's assistance with the four Hearts of the Chosen, but he is on his own now. There is no telling what horrors and betrayals lay within these tower walls.

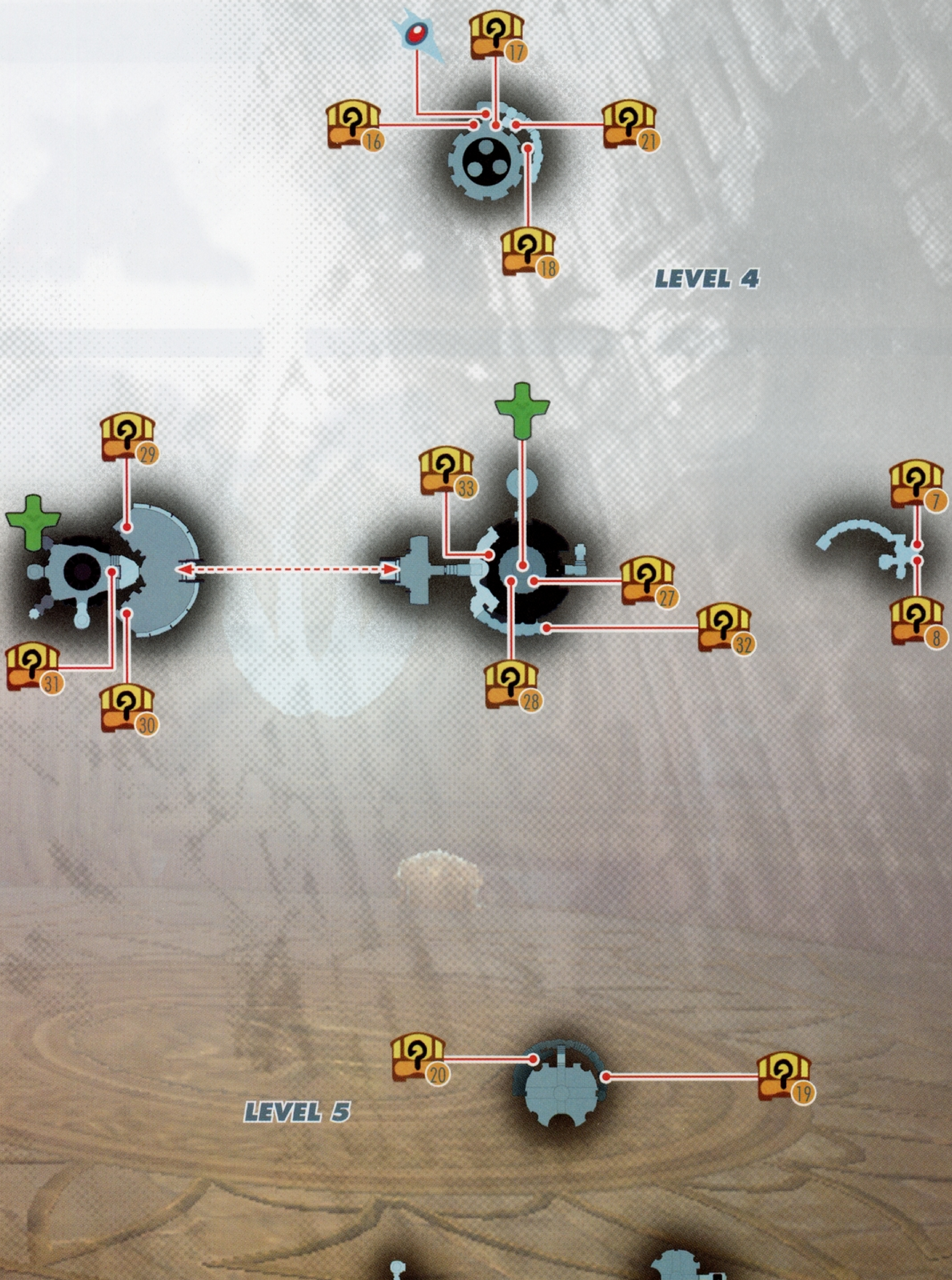
The Black Throne

THE BLACK THRONE TREASURE

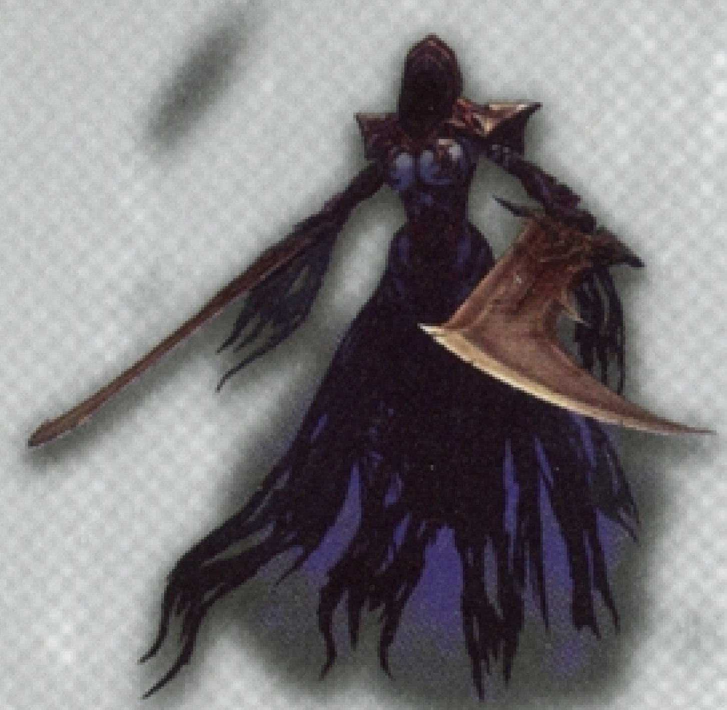
CHEST NO.	CONTENTS	ABILITY REQUIRED
1	100 Souls	-
2	Wrath	-
3	Health	-
4	100 Souls	-
5	Health	-
6	100 Souls	Voidwalker
7	Health	Shadowflight
8	Wrath	Shadowflight
9	Fury's Embrace Enhancement	Voidwalker
10	Map	Voidwalker
11	Wrath Shard	Voidwalker
12	Health	Voidwalker
13	Health	Voidwalker
14	Wrath	Voidwalker
15	Beholder's Key	-
16	Health	Voidwalker
17	Wrath	Voidwalker
18	Hoardseeker	Tremor Gauntlet
19	100 Souls	Voidwalker
20	Health	Voidwalker
21	Lifestone Shard	Voidwalker
22	250 Souls	Abyssal Chain
23	100 Souls	Voidwalker
24	Wrath	Voidwalker
25	Abyssal Armor Piece	Voidwalker
26	Beholder's Key	Voidwalker
27	Wrath	-
28	Health	-
29	Health	Voidwalker
30	Wrath	Voidwalker
31	100 Souls	-
32	Health	Voidwalker
33	500 Souls	Voidwalker
34	Health	-



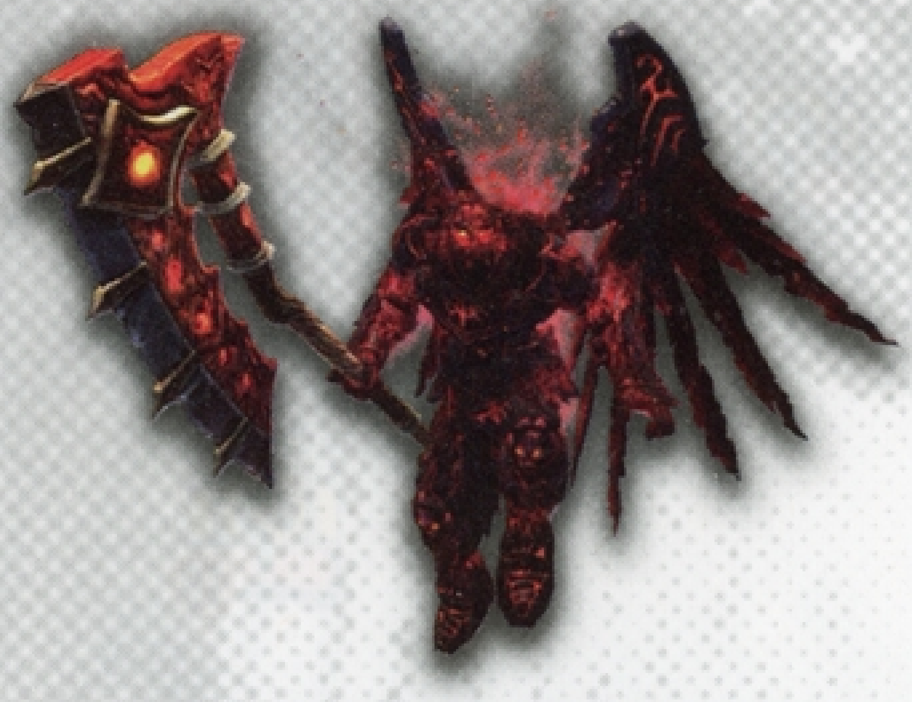

LEVEL 2
15
6
26
23
14
12
13
LEVEL 3
11
22
9


17
16
21
18
LEVEL 4
29
33
7
27
32
8
31
30
28
20
19
LEVEL 5

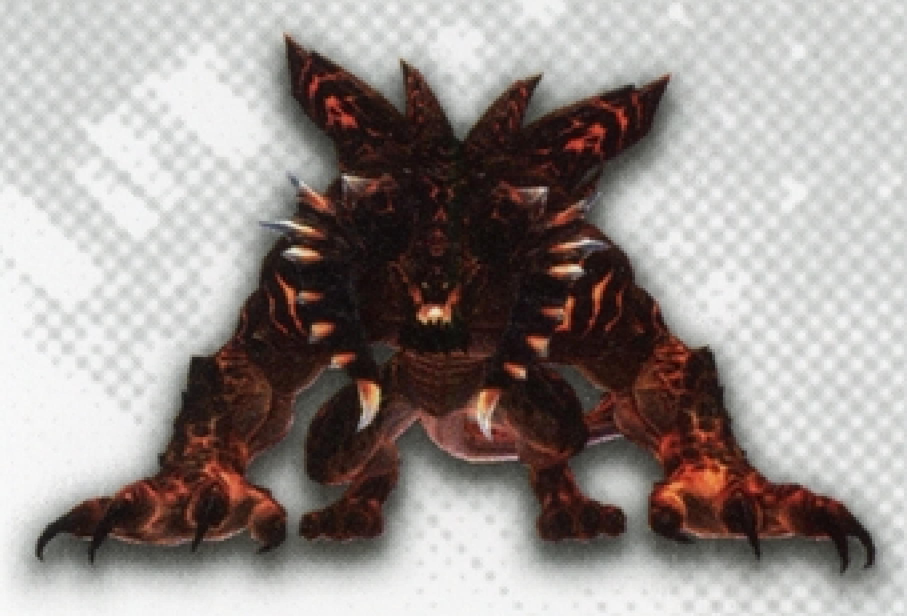
WRAITH SOLDIER



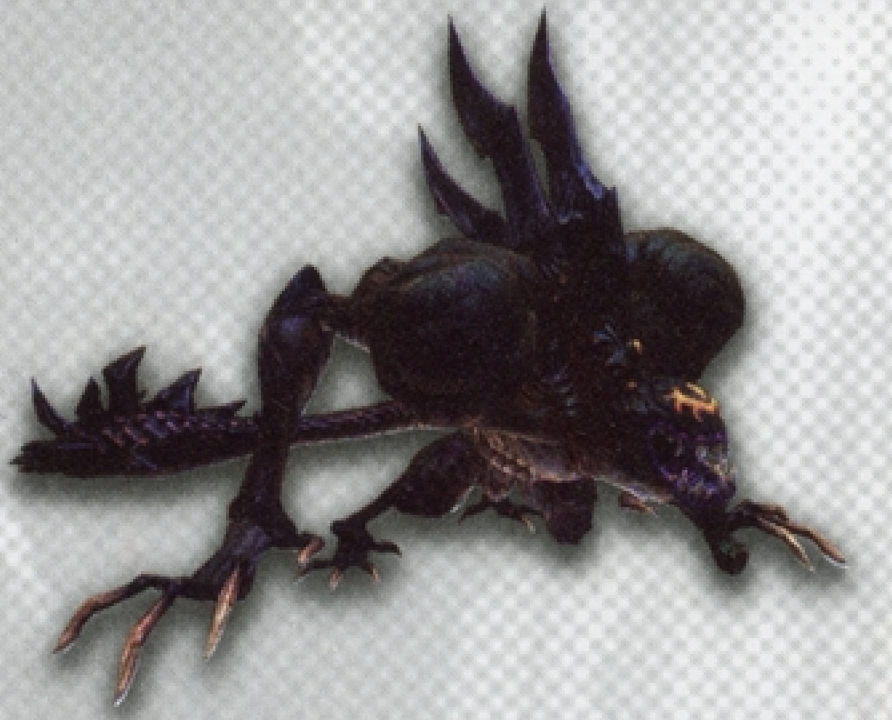
FORSAKEN



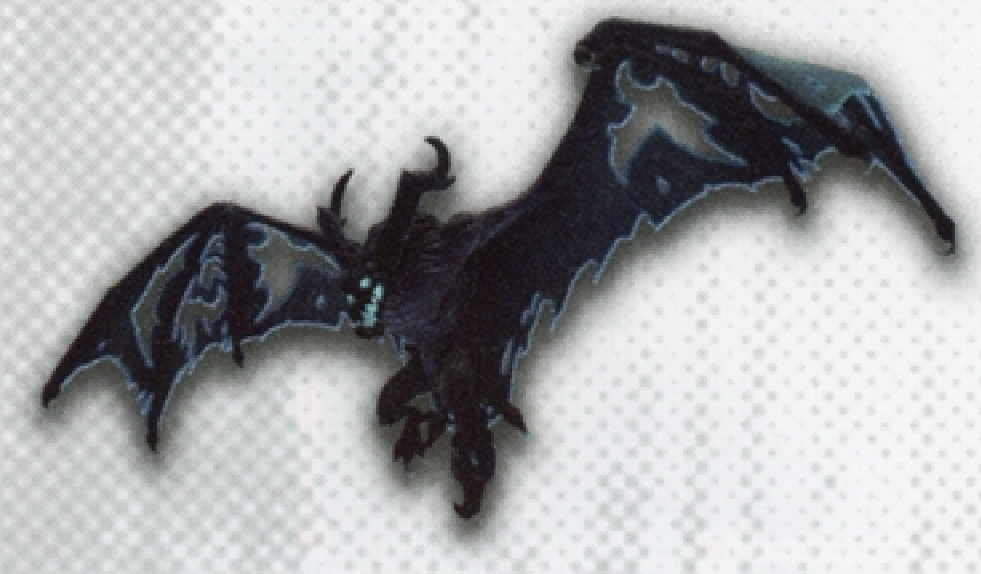
GRAPPLECLAW



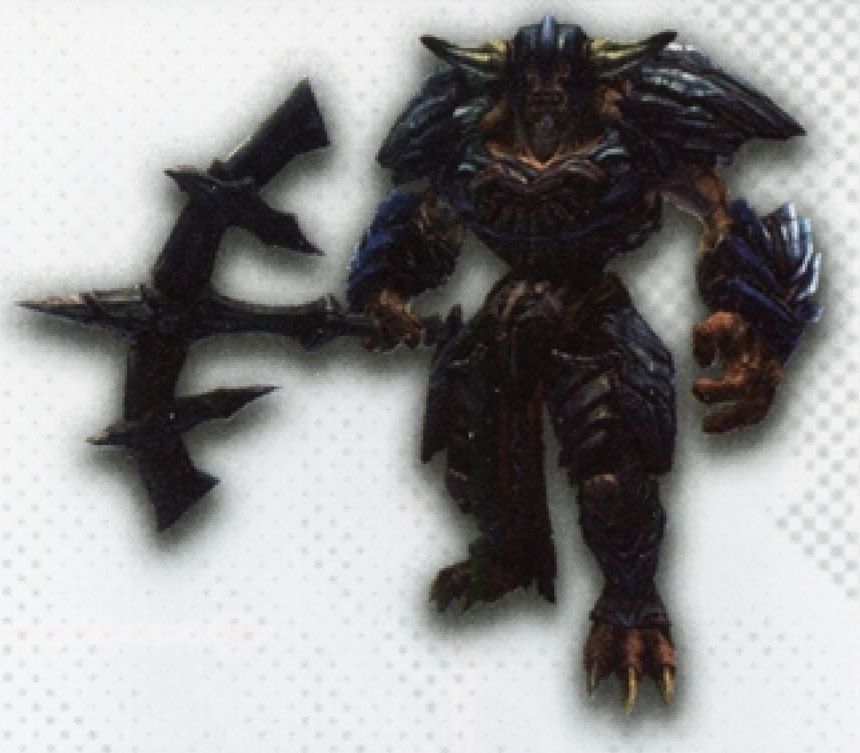
GORECLAW



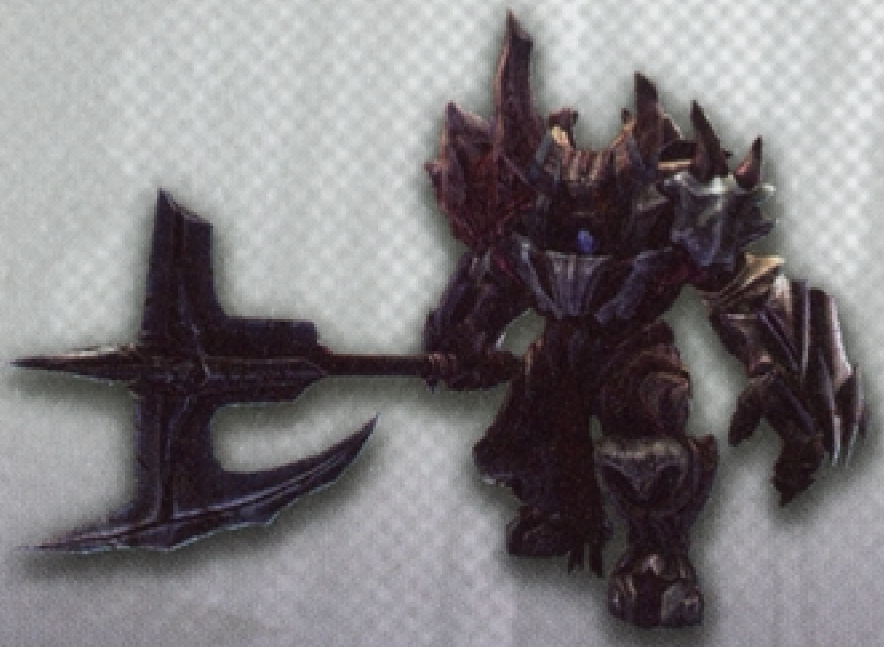
WINGROCK



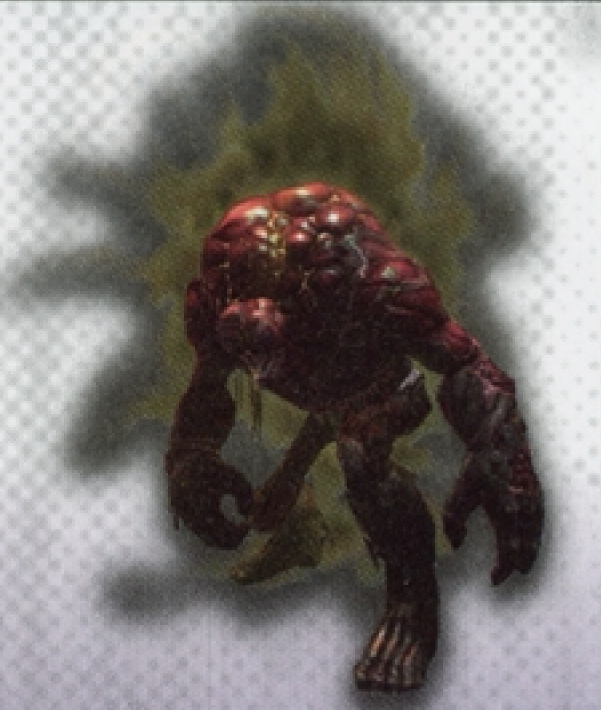
PHANTOM CAPTAIN



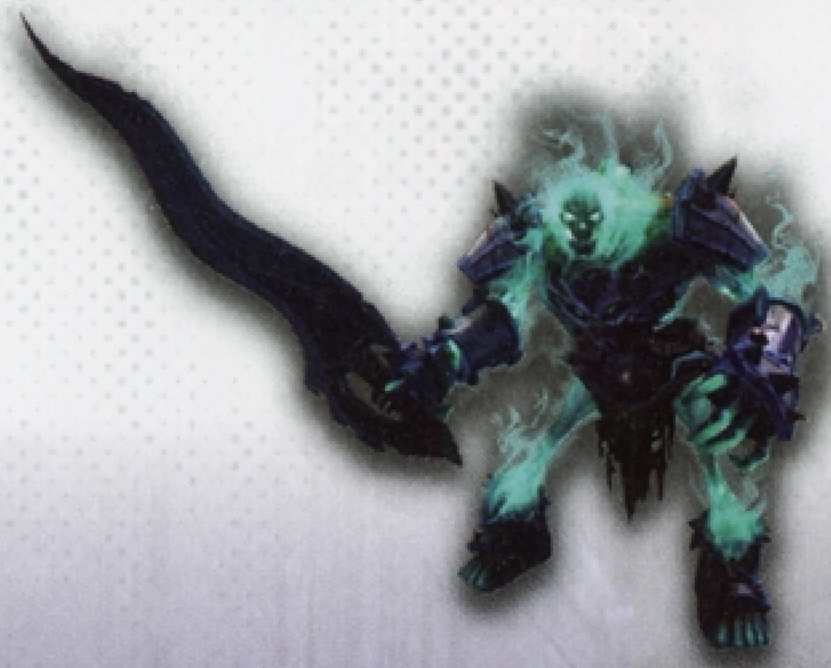
BERSERKER



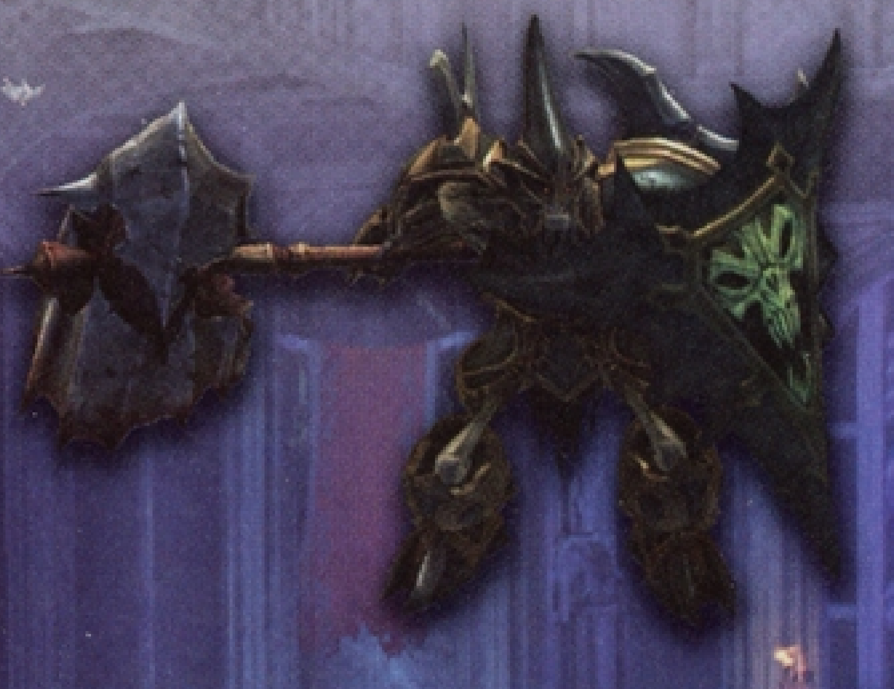
ROT MAULER



UNDEAD LORD

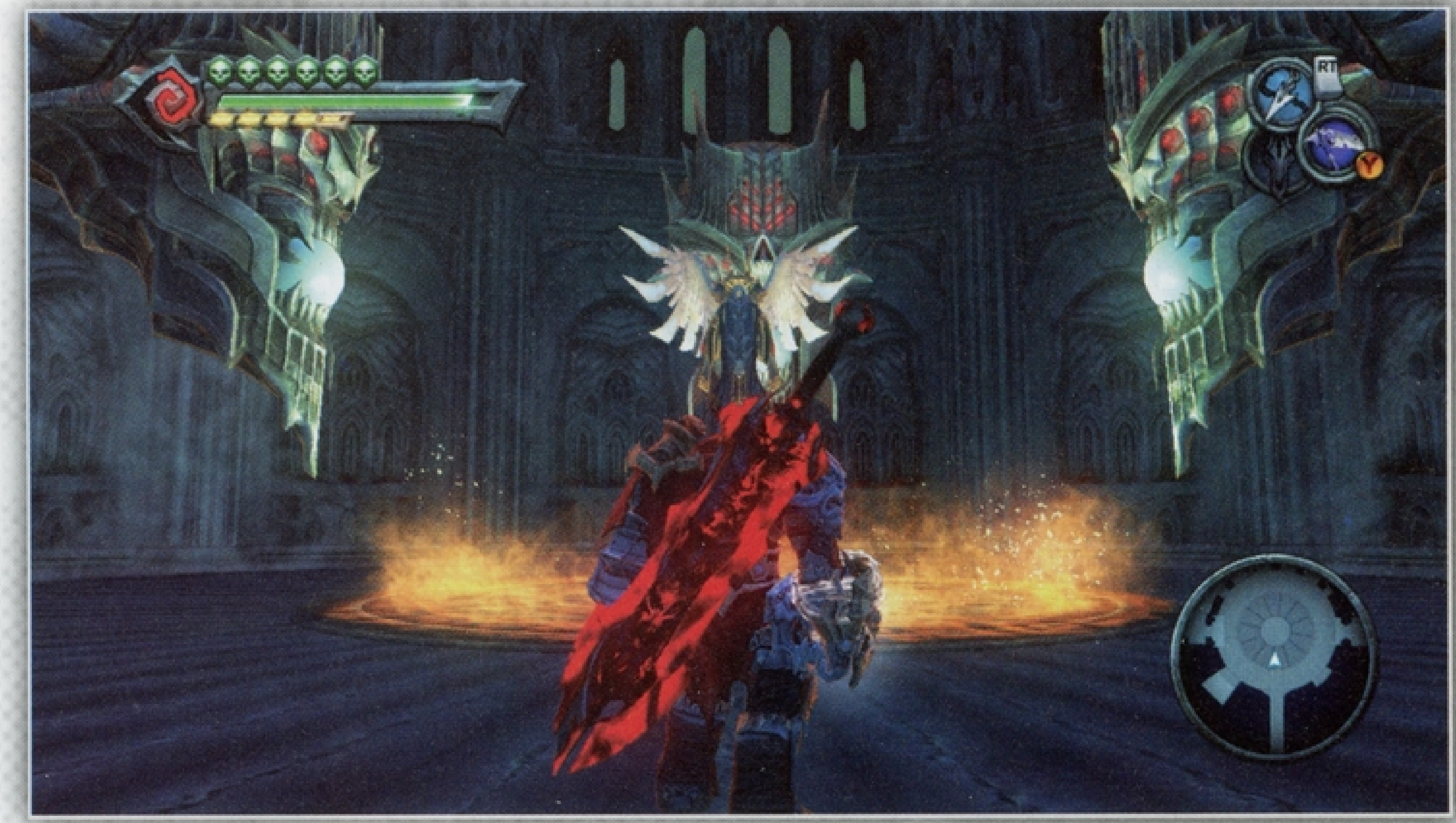


SHIELD LORD

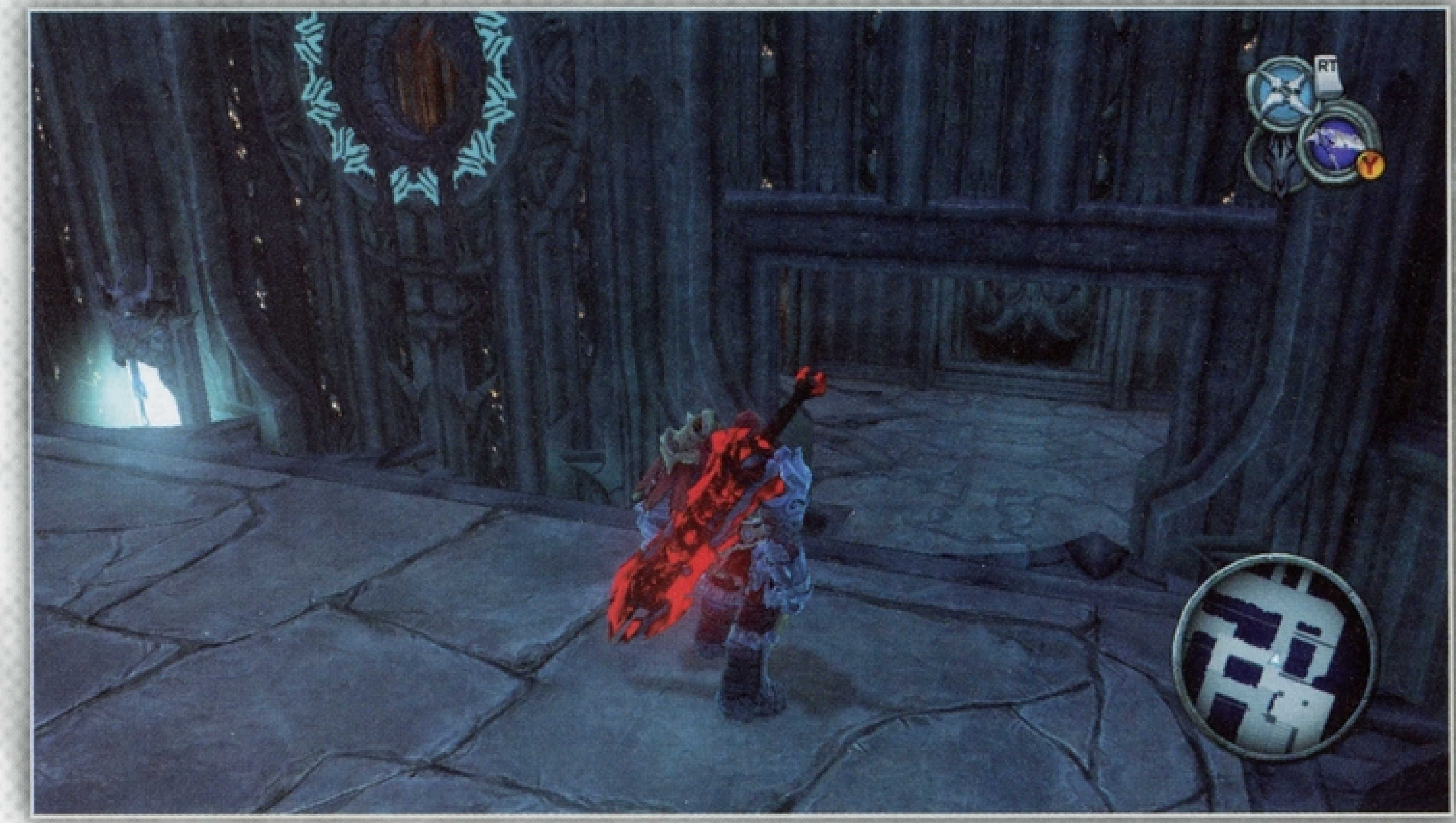


Free Azrael

Samael's portal carries War directly to the entrance of the far-off Black Throne. Stand atop the platform up ahead to trigger the construction of the bridge, and then cross to the gate. Azrael, the Angel of Death, awaits your arrival in the next room. He tells you of Straga and the power he draws from the Well of Souls. You must find a way to draw power to this central chamber so that Azrael can open the gate to Straga. To accomplish this, you must defeat the three Guardians that stand watch over the well's power and guide the energy back to the three skull-shaped statues that encircle Azrael.



THE FIRST GUARDIAN

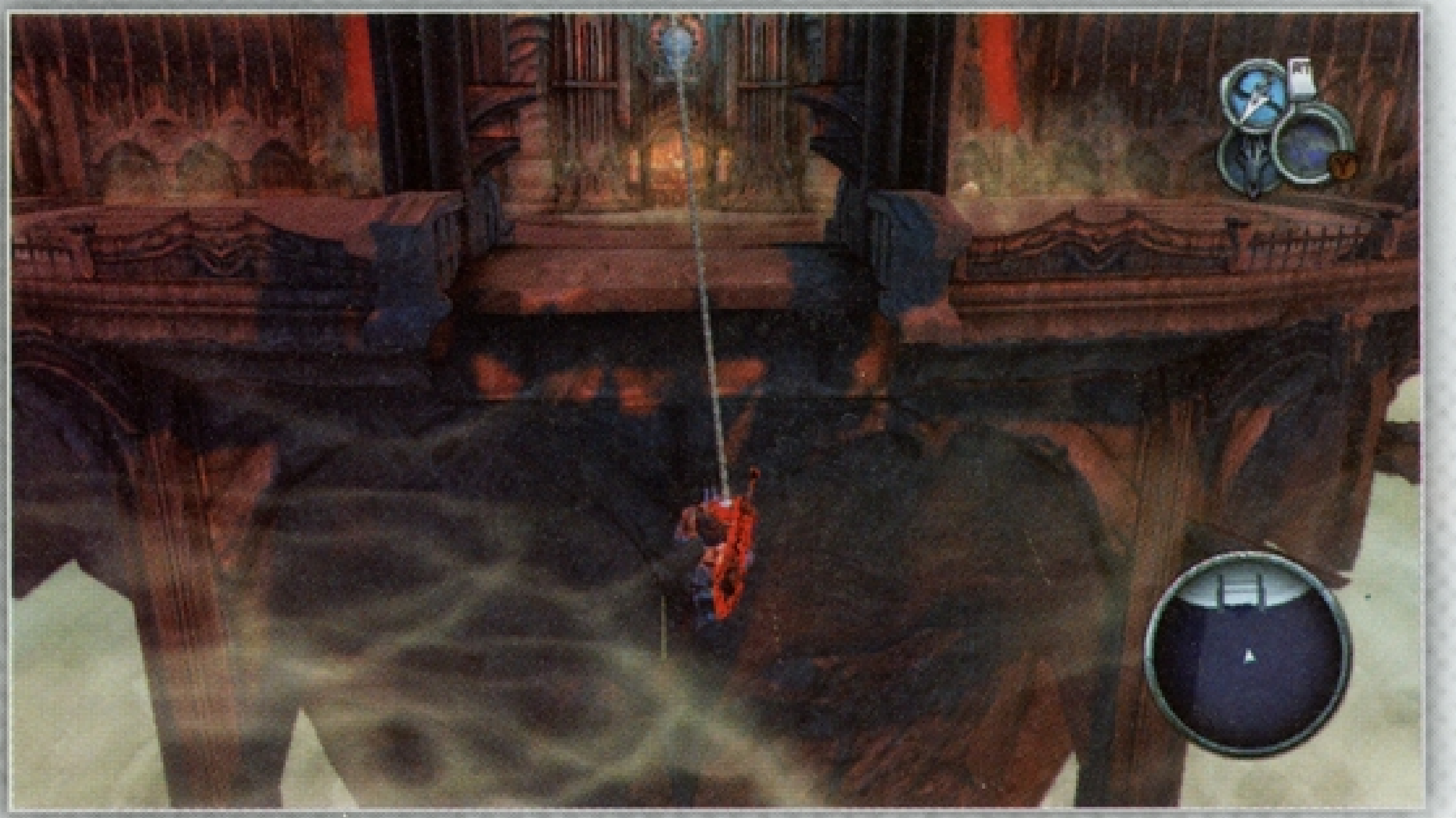


Proceed through the lone unlocked door to the labyrinth-like room with numerous Crystal Blades mounted on the walls. Ignore the circular holes on the walls for now and study the room's layout. Three massive walls divide the area into fourths. These walls individually rise up and down whenever one of their corresponding Crystal Blades is struck. A Crystal Blade is on each side of the two walls so you have a way to raise and lower each wall from either side. The walls have openings on either end that appear in an alternating fashion, depending on whether the wall is up or down. The opening on the left is accessible when the wall is up, and the opening on the right is accessible when the wall is down.

Proceed through the first wall's right-hand opening and use the Crossblade to raise the second wall. Return through the first wall's opening and raise it too. Advance to the third wall and loop around it in a counter-clockwise direction, using the Abyssal Chain to leave it in the down position. Climb the stairs in the back corner, and go through the second wall's raised opening to reach the upper walkway in the middle of the room. Circle around to the opening on the other side and raise the third wall. Loop back the way you came, and continue through the opening all the way to the left of the stairs to exit the room.

Continue outside to the balcony and defeat the Wraith Soldiers that attack. Turn the crank and throw the Crossblade at the Crystal Blade on the overhead panel. This rotates it around to reveal a Blue Chain point. Use the Abyssal Chain to swing across the void to the balcony on the far side. Leave the caskets containing the Wrath and Health for the return trip, and go inside.

A flock of Forsaken attack as soon as you reach the room's center. Dash to dodge their Sonic Moon sickle attacks, and use the Blade Geyser against those running on foot to prepare them for an Instant Kill. Activate Chaos Form once you defeat two of the Forsaken so that the power carries over to the wave of Goreclaws and Grappleclaw (RED) that attack next. Ride the Grappleclaw (RED) to dominance over the other enemies. One final wave of Forsaken and Wraith Soldiers appears after you defeat the Grappleclaw (RED). Clear this final wave and watch as the floor opens to reveal a new piece of gear.



New Gear! Voidwalker

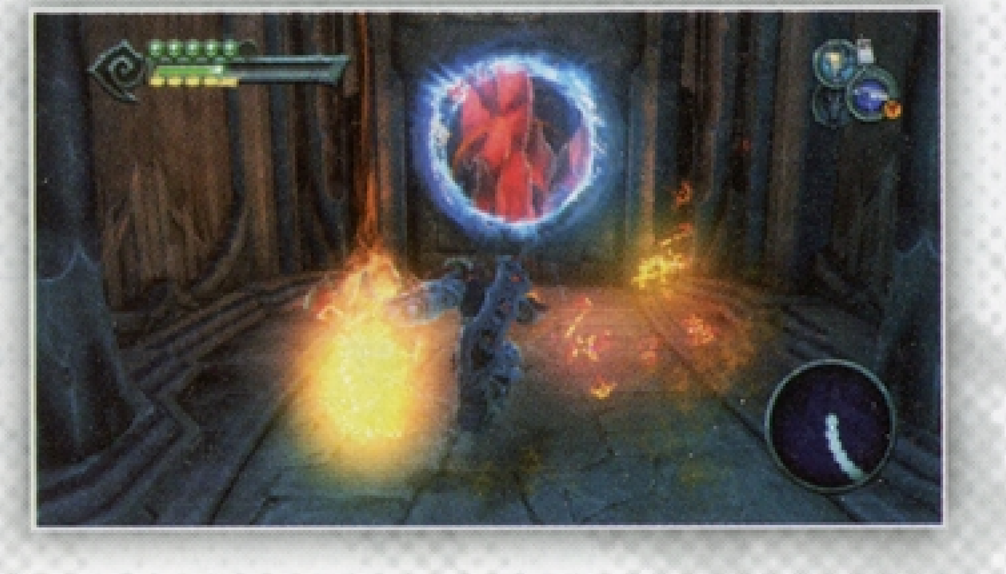
The Voidwalker allows you to create a portal wherever you find a large, orange stained-glass window. Simply hold the Use Gear button to charge the Voidwalker and fire it at one of the windows to create a portal. Create a second portal on another window, and then move between the two spaces simply by leaping back and forth through the portals. Increase your exit velocity by charging the Voidwalker before you create the portal—the longer you hold the Use Gear button, the faster you will exit the portal. This is critical when you need to hurtle through the air toward ledges high above the ground. You can also throw objects, such as firebombs, through the portals to solve puzzles and access new areas.

INTO THE VOID

The Voidwalker is located in the Black Throne. War finds it en route to the first of three Guardians that protect the Well of Souls.

Exit the pit where you obtain the Voidwalker by firing it at one of the orange circles on the floor and at one on the upper ring surrounding the pit. Proceed up the curving walkway on the room's far side. Use the Voidwalker to launch high into the air, to the casket on the upper ledge. Turn around and use the Voidwalker to cross over to the path with the large switch on the floor

Create a portal on the window next to the floor switch. Then create one at the end of the hall next to the firebomb. Step on the switch to raise the first portal's wall panel up to another level. Then dash over to the firebomb and throw it through the portal, at the red crystals that come into view. Return to the switch and send the portal back up—it descends automatically after several seconds. Next, leap through the portal to where the red crystals were.



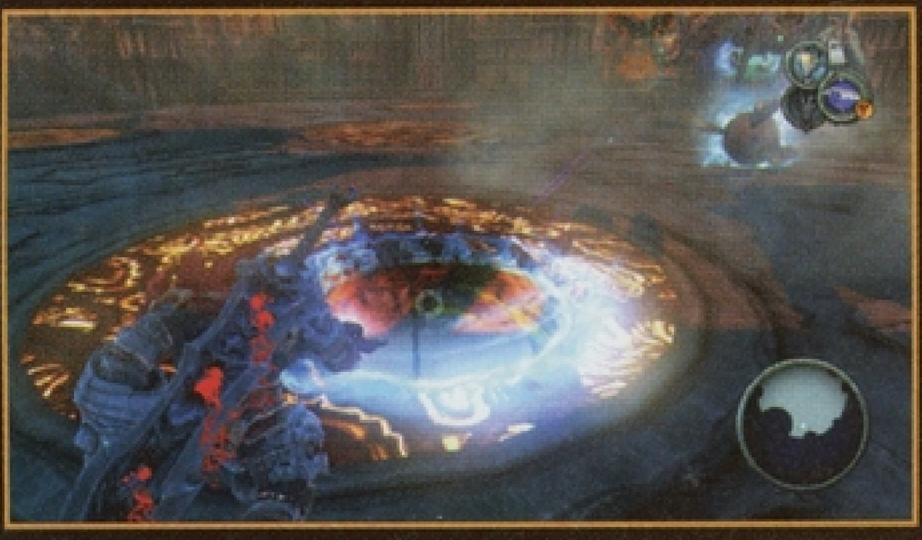
Use the Crossblade to defeat the Wingrocks, and cross the room via the bridge that appears when you step on the switch. Use the Shadow Currents to glide to the upper room, and collect the Wrath and Health from the caskets. Create a full-velocity portal on the floor, then one on the wall. Leap through the one on the wall to soar up to the tower's top level.

Guardian (1 of 3)

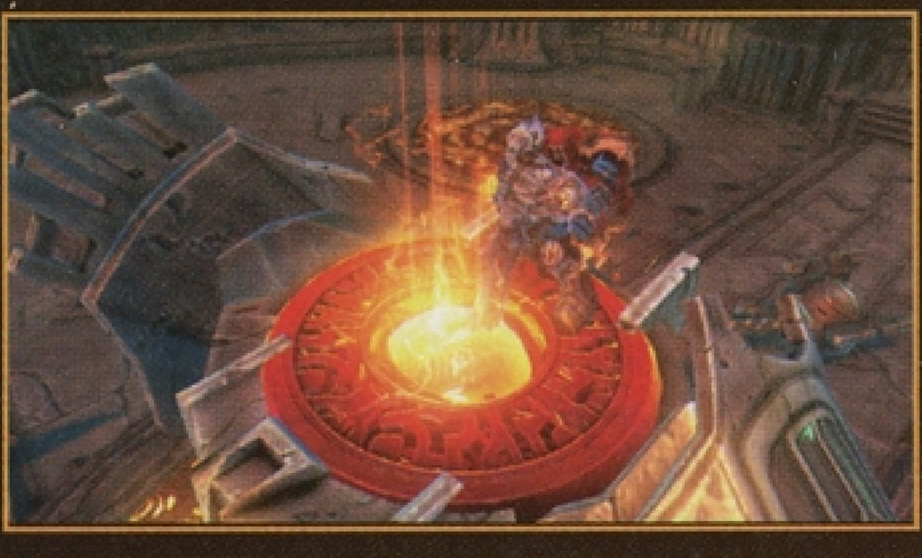
GUARDIAN'S ATTACKS

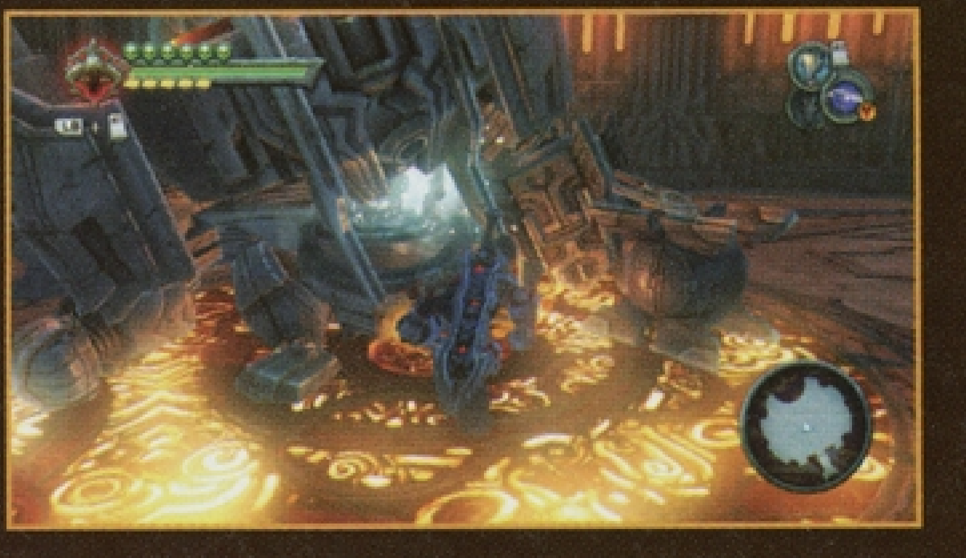
ATTACK	DEFENSE
Bull Dozer Spin	The Guardian glows red and spins its plasma-charged ball and chain in a wild fashion. The Guardian has tremendous reach; you must dash to the other side of the room or through portals to fly above the fray.
Overhead Slam	The Guardian rears back and slams its mighty ball and chain down on you. This is a relatively easy attack to dodge.

This first Guardian battle takes place in a room with a number of orange Voidwalker windows on the floor. Charge the Voidwalker and fire it at one of the windows on one side of the arena. Then cross to the other side or the middle and create a second portal. Dodge the Guardian's massive ball and chain, and lure it near one of the portals. Leap through the other portal or create a new one to keep a safe distance, and use Shadowflight to guide yourself onto the Guardian.

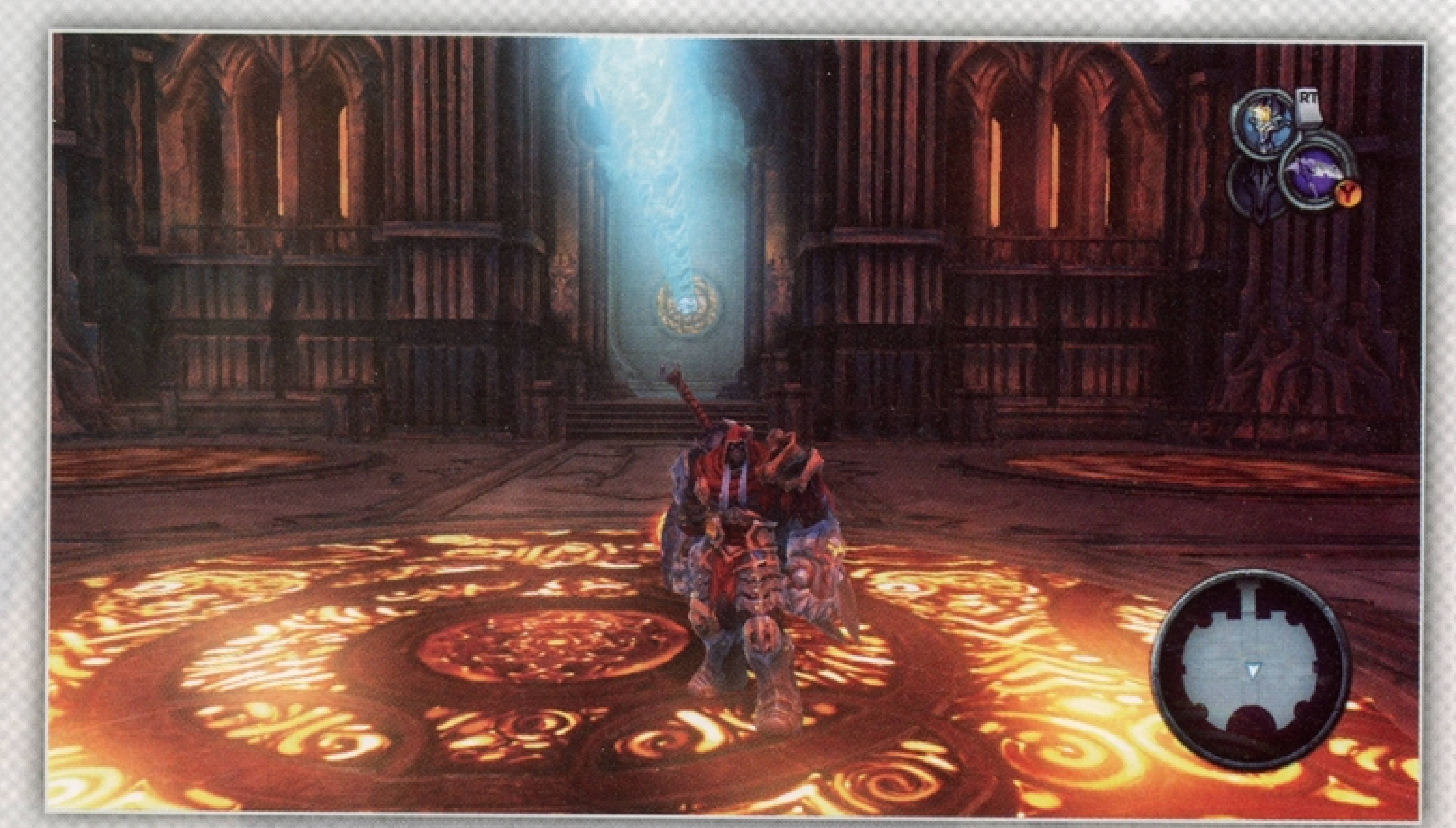


Set down atop the Guardian's weak spot, and press the Action button to thrust the Chaoseater down into the Guardian. The Guardian short-circuits and collapses in a heap, thus giving you a chance to slash at the energy core in its torso. Hit the blue energy core with a quick combination attack, and then back away as the Guardian begins to glow red. Give the Guardian's Bull Dozer Spin a wide berth—its attacks inflict severe damage when it glows red. Look to create another pair of portals to attack again. You must jam the Chaoseater into the Guardian's head and slash at the energy core three separate times to defeat it. Look for the prompt to press the Action button after you strike the energy core a third time.



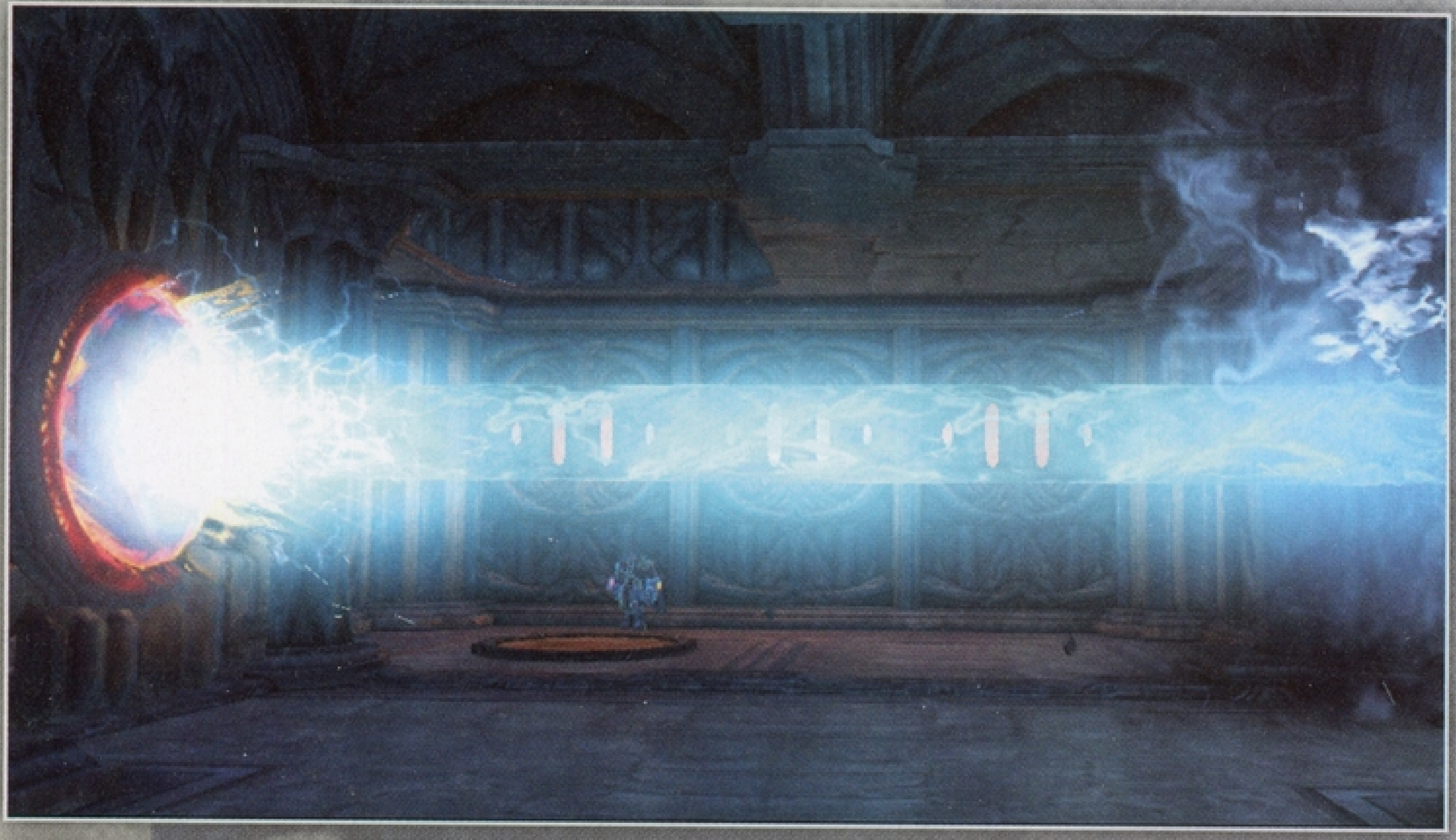


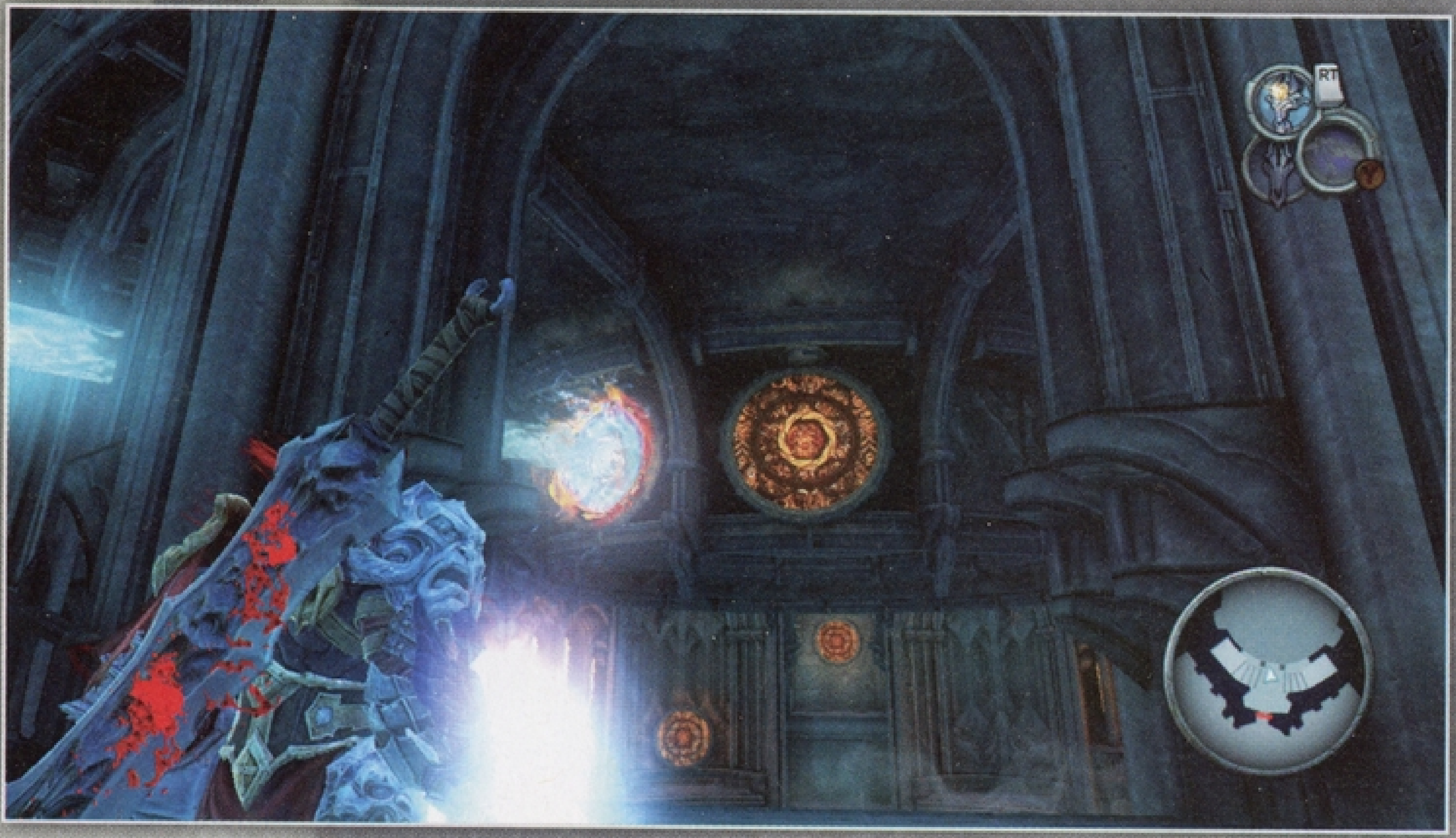
GUIDING THE FIRST BEAM TO AZRAEL



Now that you've defeated the first of the three Guardians, you must work to guide the energy beam from the Well of Souls to Azrael. The beam can travel through portals and bounce off mirrors, but you must guide it via a series of collection points back to the central room with the statues surrounding Azrael.

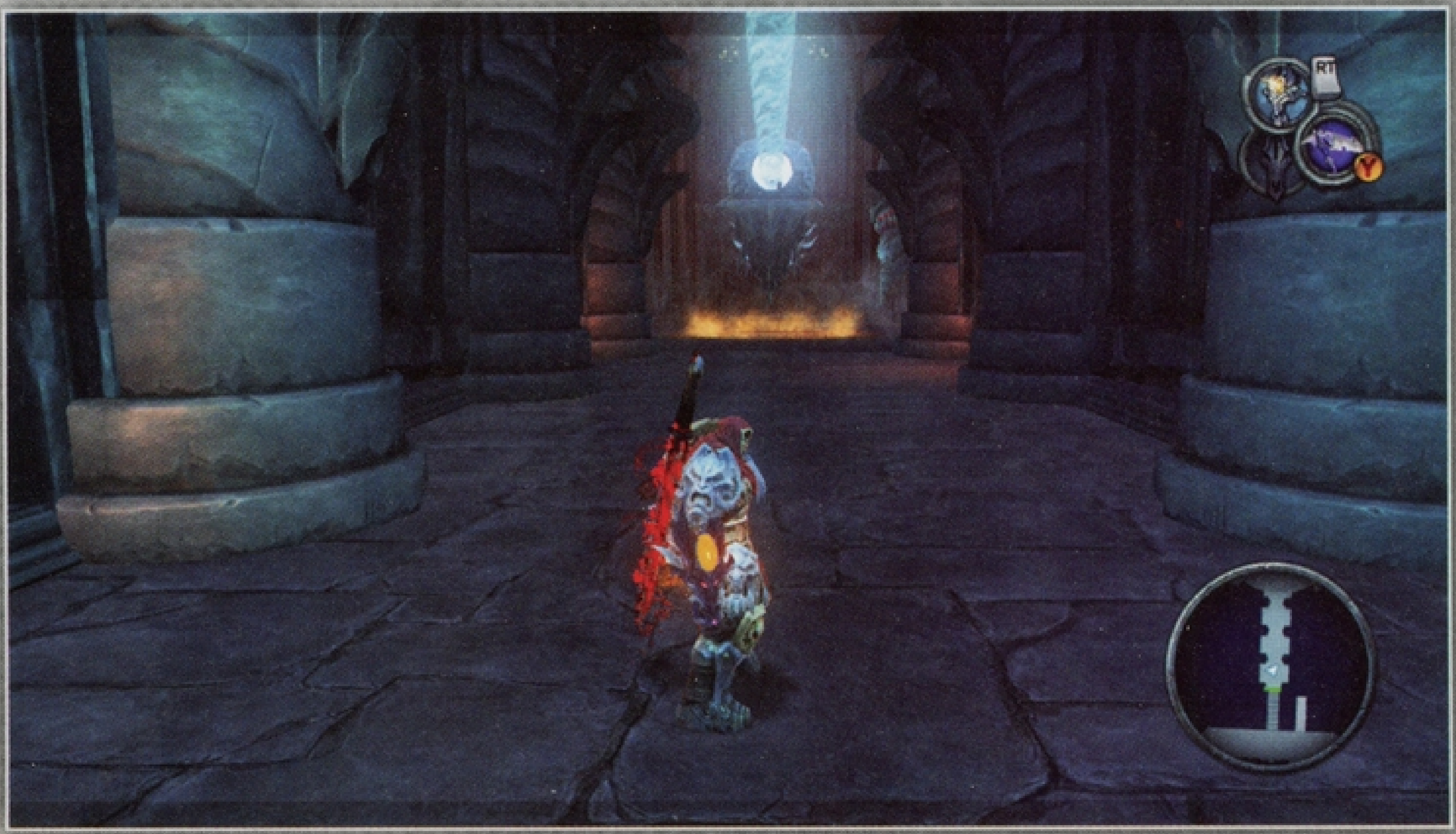
Create a portal on the window where the beam is shining, and drop down to the lower level through the hole in the floor. Create a second portal on the nearby wall's window. Then loop back around the curving walkway to the lift. Open a portal on the window in front of the large orb mounted above the lever. This orb is one of the collection points capable of transporting the beam's energy from one level to another. Activate the lift to descend to the lower level, and return to the room where you first obtained the Voidwalker. Create a portal on the upper window where the beam is shining. Then create one on the window to the right of the beam to guide it back through the exit.





The Room with No Floor

Return halfway up the tower to the circular room with no floor, and use the Voidwalker to reach the switch on the upper right-hand ledge. Cross the east-west bridge that appears to reach the casket containing the **Fury's Embrace** enhancement. This Legendary Weapon Enhancement boosts your Wrath generation with every weapon strike, and it reveals all treasure locations on the in-game maps!



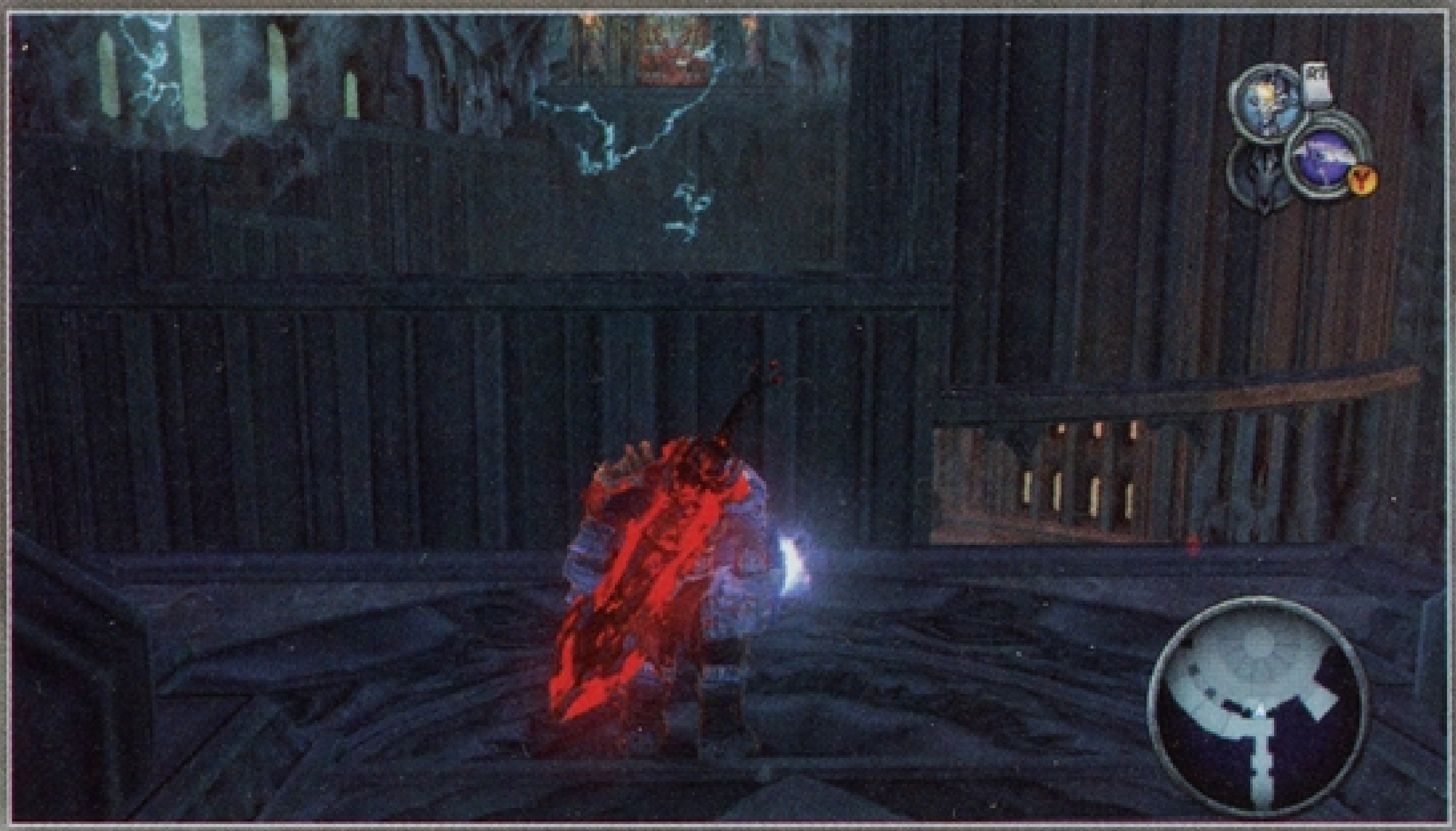
Head back outside and collect the Wrath and Health from the caskets if you didn't do so previously. An army of Wraith Soldiers, Forsaken, and a Grappleclaw (RED) is set to attack. Keep moving while the Wraith Soldiers are in their ghost form; wait to attack when they materialize in flesh and bone. Avoid the Grappleclaw (RED) and its powerful ground-slam attacks until the Forsaken appear. Then weaken it with Wrath Powers, and ride the beast to victory over the lesser enemies.

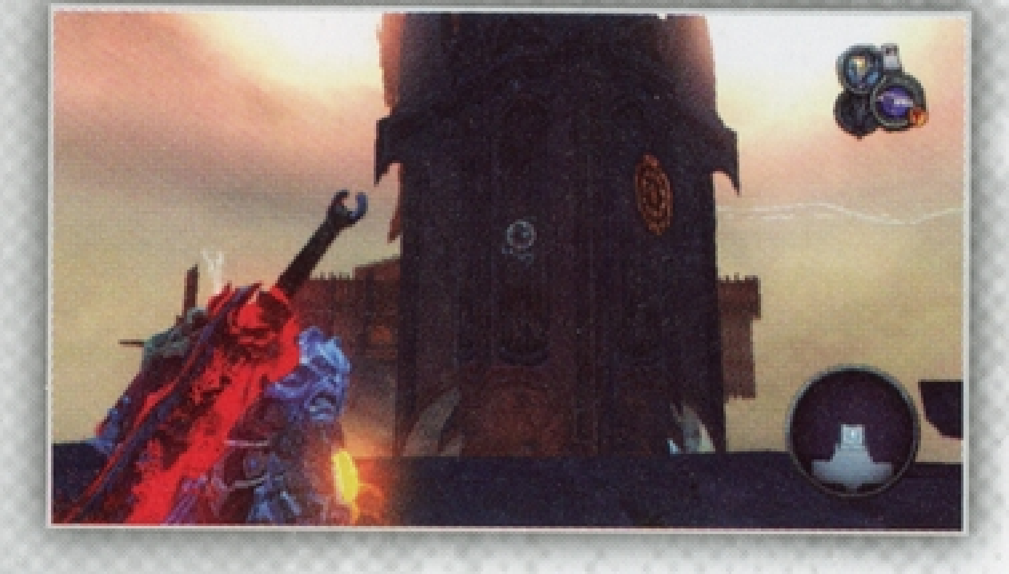
When the fight is over, create a portal on the window where the beam is shining. Then grapple back across the chasm to the other side. Create another portal on this side to shine the beam at the window above the door. Head back inside to the room with the three rising and falling walls, and create a portal near the Blue Chain point. Raise and lower the walls to line up the circular holes, creating a tunnel through which the beam can pass. Use the Voidwalker to snag the **Map** from the casket on the ledge to the right of the exit. Return to Azrael with the beam leading the way.

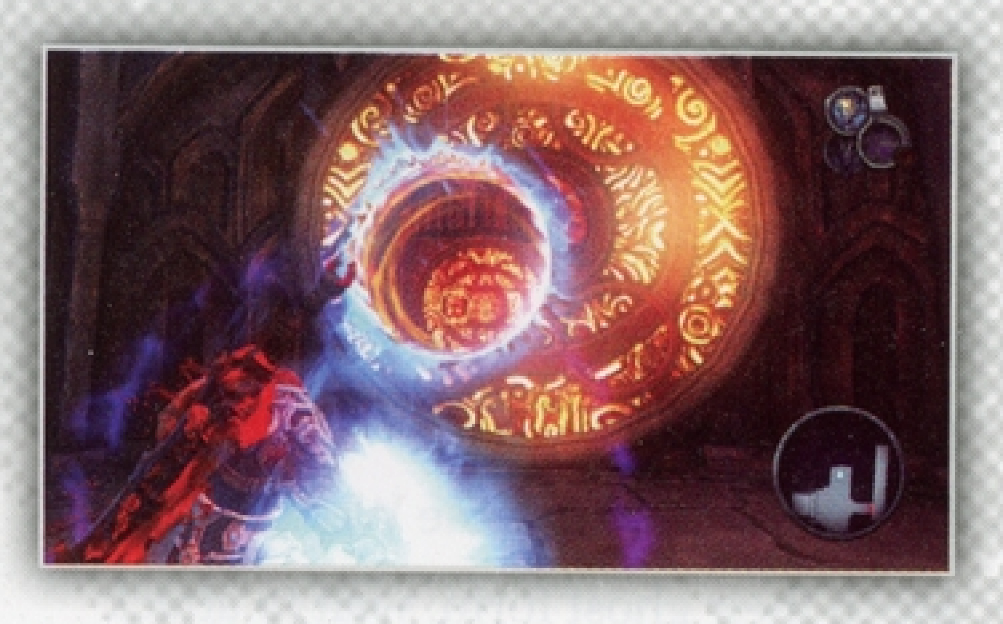
THE SECOND GUARDIAN

Use the Voidwalker to climb the ledges on the side of the central room. Leap onto the series of spinning, step-shaped platforms in the center. Run and leap in a clockwise direction to scale the steps. Then glide across to the unlocked door above the one you used to reach the first Guardian. Activate the elevator beyond this door, and use the Blade Geyser and Scythe to slaughter the waves of Phantom Captains that appear.

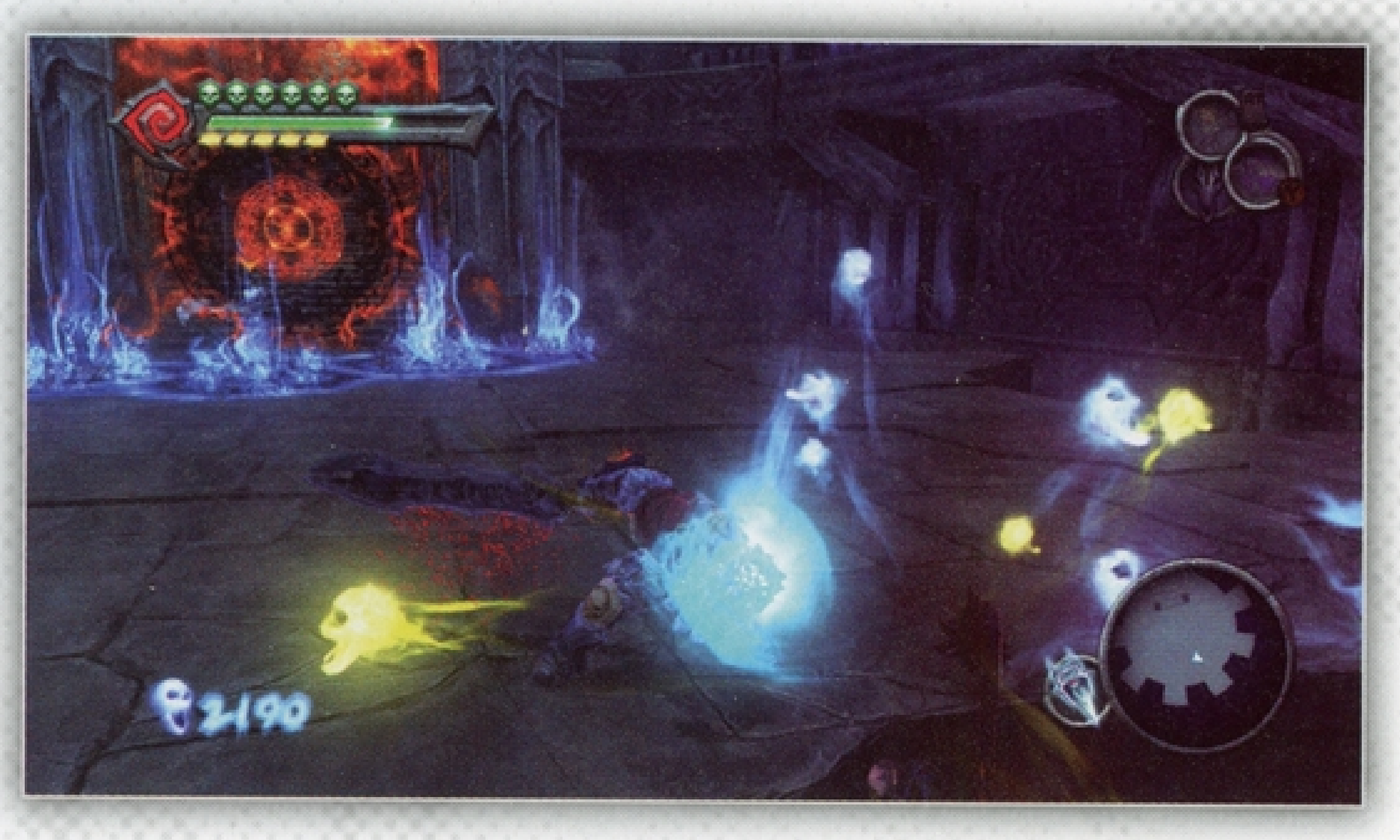
The lift carries you to a large, bottomless room that contains a moving serpentine walkway that disappears just as fast it appears. Hurry across the moving walkway's first section to the solid block on the left. Use the Crossblade to take out the Wingrocks that swoop in. Ignore the casket in the room's center for now, as well as the inactive Red Chain points near the ceiling. Continue across the moving bridge to the room's north side. Use the Voidwalker to reach the **Wrath Shard** in the casket on the western ledge, and continue north to the exterior.







Approach the balcony's edge, and fire the Voidwalker at the orange window on the large column that spins back and forth, away from the edge. Now create a portal on the window to the right. Gaze through it to see through the first one you created. Charge the Voidwalker and fire a shot through the portal at the window that comes into view—this third portal window is located on the rotating column in the distance. Now you're looking through the portal to the far side of the chasm. Wait for the column to spin close to the far balcony, and leap through the portal to the other side. Use Chaos Form against the beasts that attack on this far balcony, and then proceed inside.



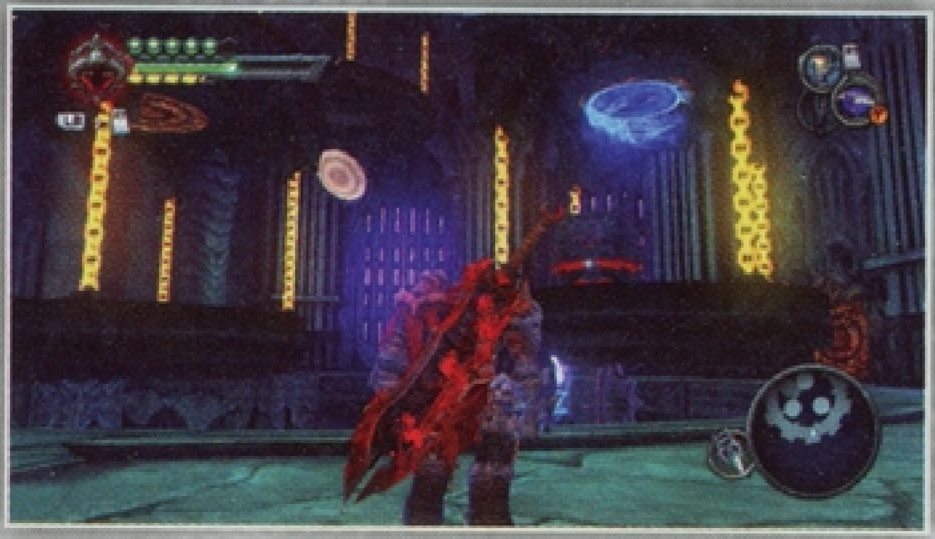
Descend the steps leading into the room's center, and collect the **Beholder's Key** from the casket. Doing so triggers the appearance of a barrier blocking your exit, and the stone floor slowly starts to fall into the abyss. You must eliminate the Goreclaws, Phantom Captains, and Wraith Soldiers before the floor completely breaks loose, plummeting to your doom. Stay in the middle of the room as you fight the Goreclaws. Then retreat toward the orange seal to stay safe from the breakaway floor. Hug the seal as close as possible while you finish off the remaining enemies, using the Blade Geyser and Scythe frequently.

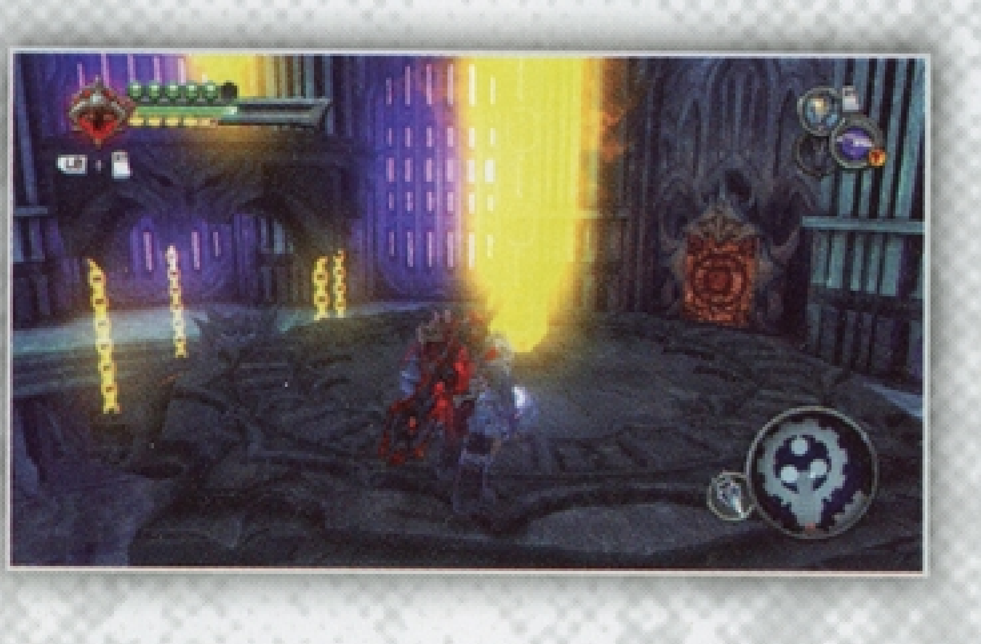
The Beholder Door is high above the now missing floor. To reach it, you have to adjust the weight of the three scales that descend from the ceiling. Use the Voidwalker to create a portal on the upper surface of one of the scales. Then create another one on the wall near one of the large red stones that appear. Use the Tremor Gauntlet to punch one of the blocks through the portal to weight the first scale. Repeat this step with the other block and the second scale. Return to the stairs and leap from the stone ledge onto the top of the nearest scale, then again to the middle scale.

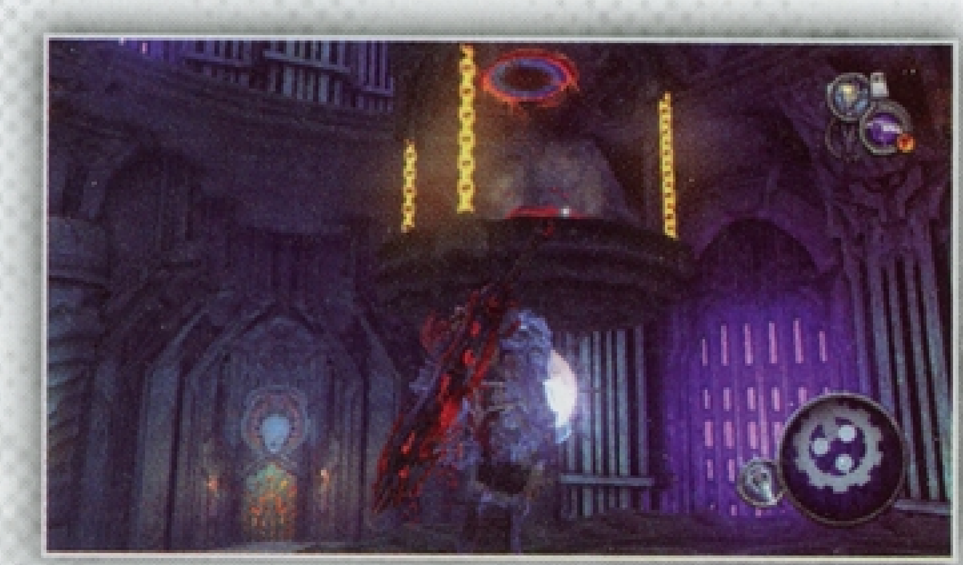
While you stand on the middle scale, use the Voidwalker to create a portal on the uppermost scale. Then create a second one directly below the red stone block on the lower scale. This transfers the weight from the lower scale to the upper one, causing it to descend enough for you to leap onto it. Now create a portal on the wall surrounding the pit. Create a second portal beneath the stone block on the middle scale. Quickly leap to the top of the middle scale, ride it up to the balcony above, and use the Beholder's Key to unlock the gate.

Portals in High Places

Always stop and look around for orange portal windows whenever you spot a casket icon on the mini-map. A casket containing a **Lifestone Shard** is on a ledge high above the floor, just beyond the Beholder Door. Use the Voidwalker to reach it.







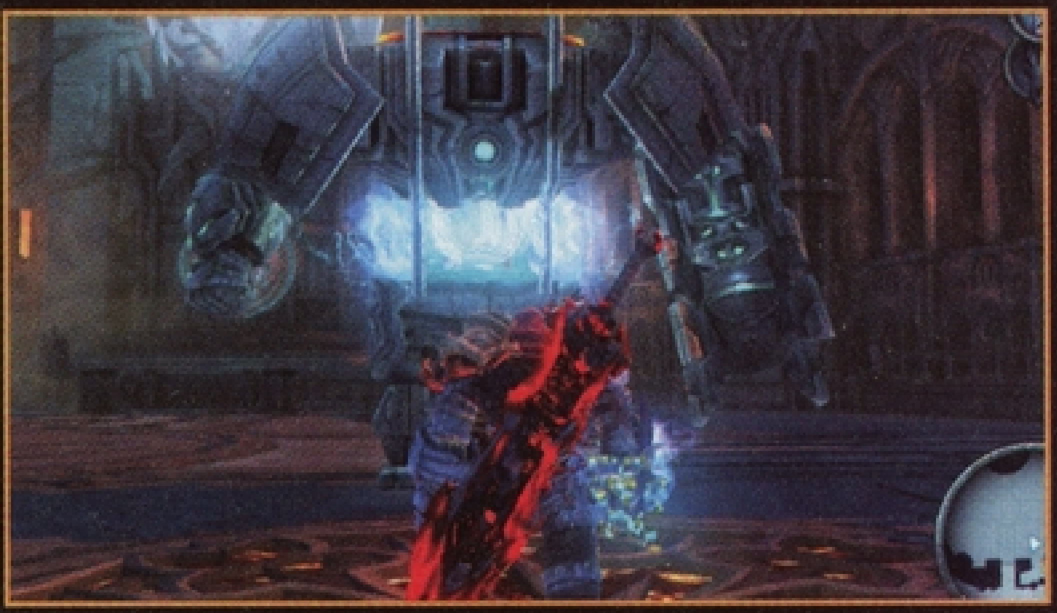
Ride the Shadow Current to the upper level, and use the Tremor Gauntlet to access the chest containing the **Hoardseeker**. Continue to the end of the hall and ascend again to the next level. Turn the crank near the door and proceed outside, onto the roof where the second Guardian is located.

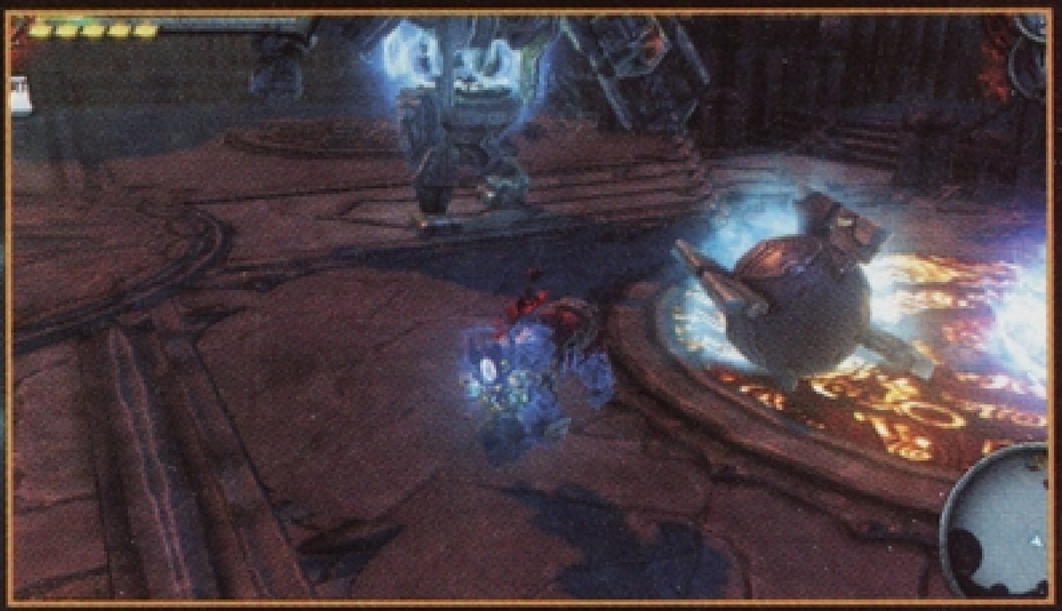
Guardian (2 of 3)

GUARDIAN'S ATTACKS

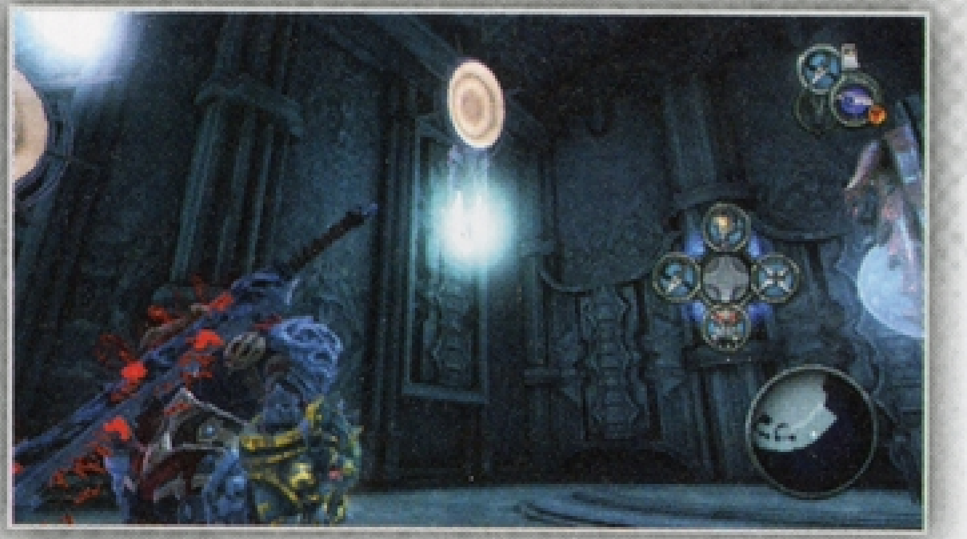
ATTACK	DEFENSE
Bull Dozer Spin	The Guardian glows red and spins its plasma-charged ball and chain in a wild fashion. The Guardian has tremendous reach; you must dash to the other side of the room or through portals to fly above the fray.
Overhead Slam	The Guardian rears back and slams its mighty ball and chain down on you. This is a relatively easy attack to dodge.

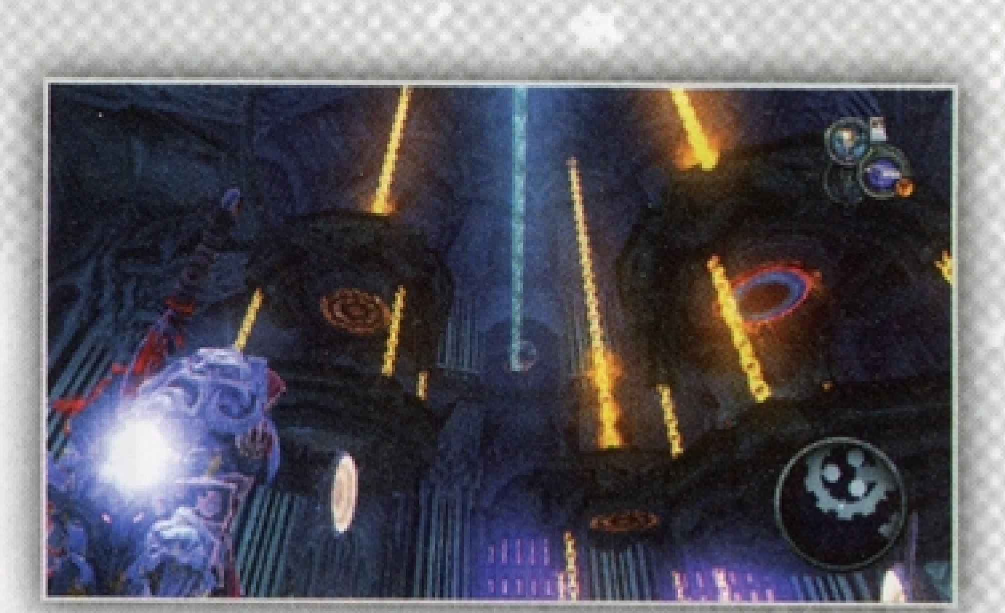
The battle with the second Guardian is similar to the first in that you must perform the same steps to defeat the ancient protector of the Black Throne. But the arena itself is a little different. When you first arrive on the roof, heavy metal bars cover the portal windows—you must trick the Guardian into smashing the covers before you can use the portals. Stand in place atop one of the portal windows and wait for the Guardian to approach. Look for it to ready an overhead attack, then dash out of the way. The ball and chain smash the window cover to pieces and briefly stick into the floor. Trick the Guardian into uncovering multiple portal windows. Then create a pair of portals to fly up and onto it just as before. Thrust the Chaoseater into the top of the Guardian, then leap down and attack the energy core in its midsection. Complete these steps three times to uncover the second beam.

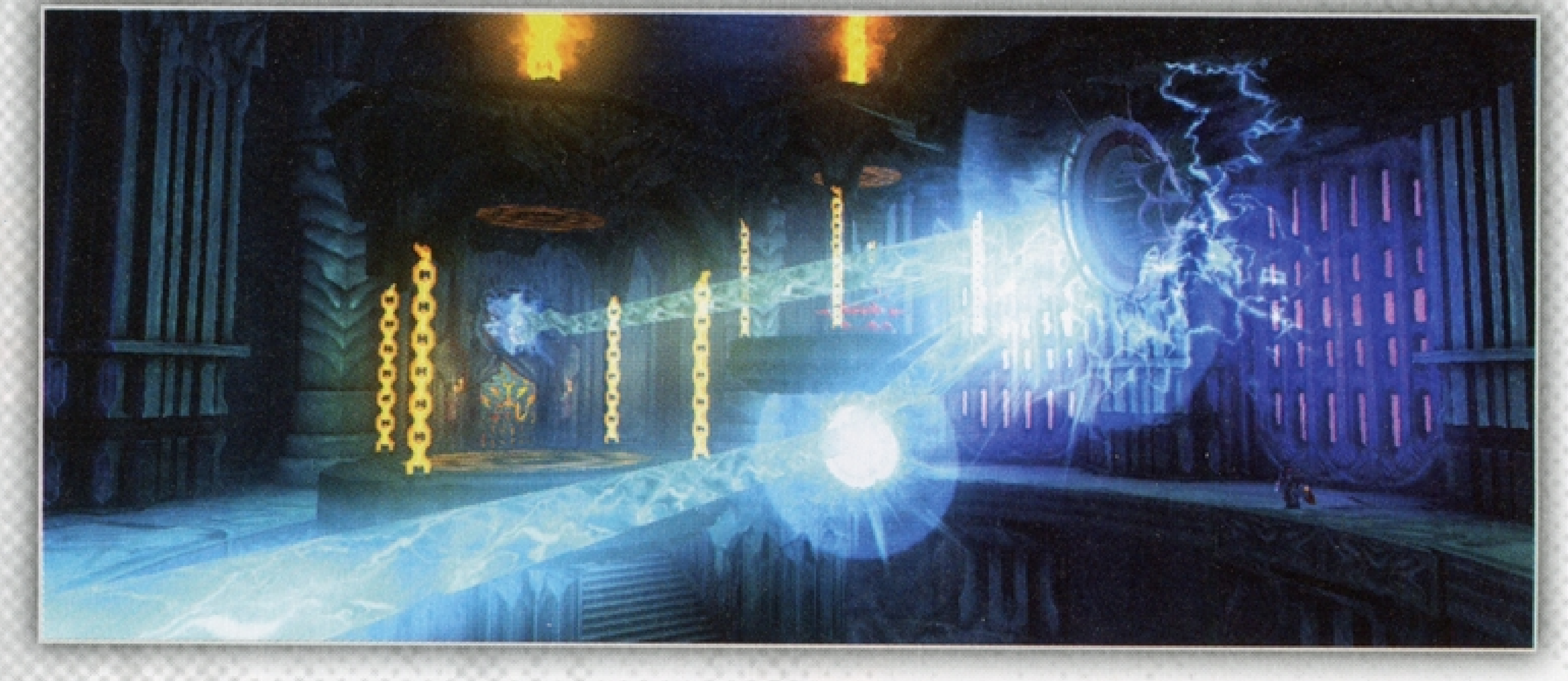




GUIDING THE SECOND BEAM TO AZRAEL

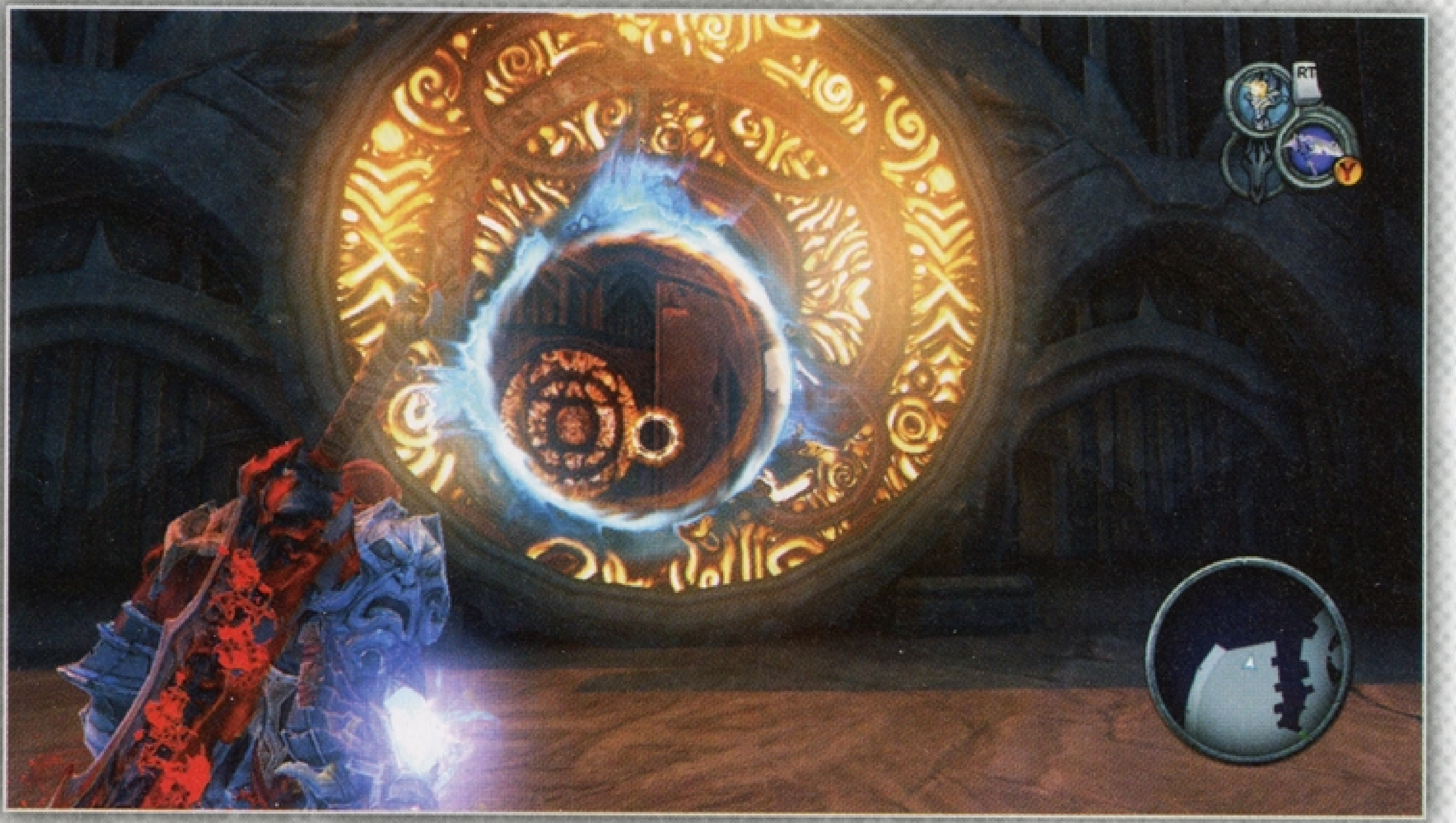




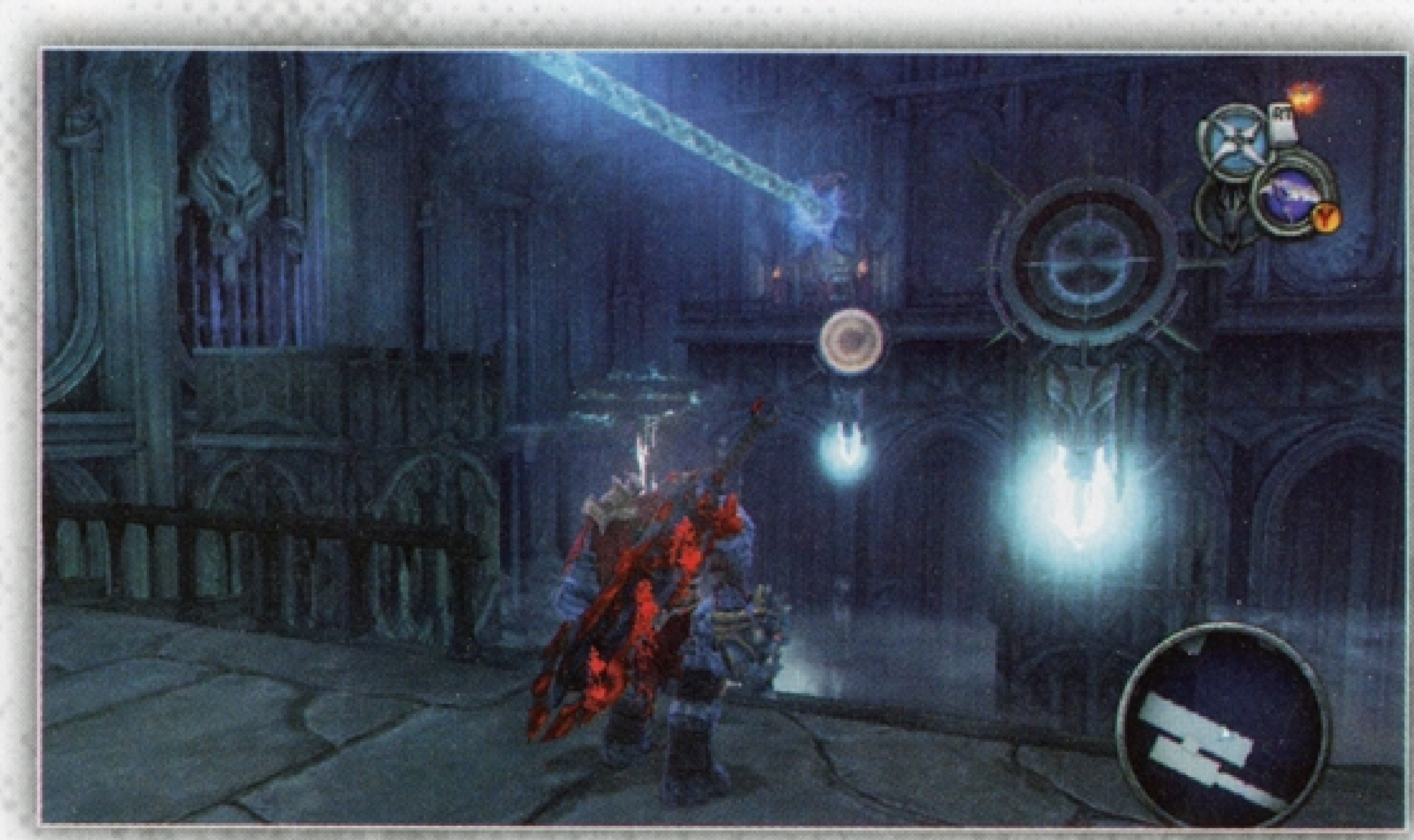


Ride the lift back to the upper walkway, and collect the Health from the nearby casket. Use the Crossblade to target the Crystal Blades beneath the mirrors. Reflect the beam back and forth through the hallway to the second lift. Descend on the lift back to the room with the three scales.

Leap down to the lower walkway surrounding the pit, and use the Voidwalker to weight the upper two scales with the red blocks. This lowers the mirrors underneath them into position. Now stand back and create a portal high above the floor on the window where the beam is shining. Create a second one on the lower wall, in front of the mirror beneath the middle scale. This reflects the beam into the second mirror and then across the room to the collection point above the exit.

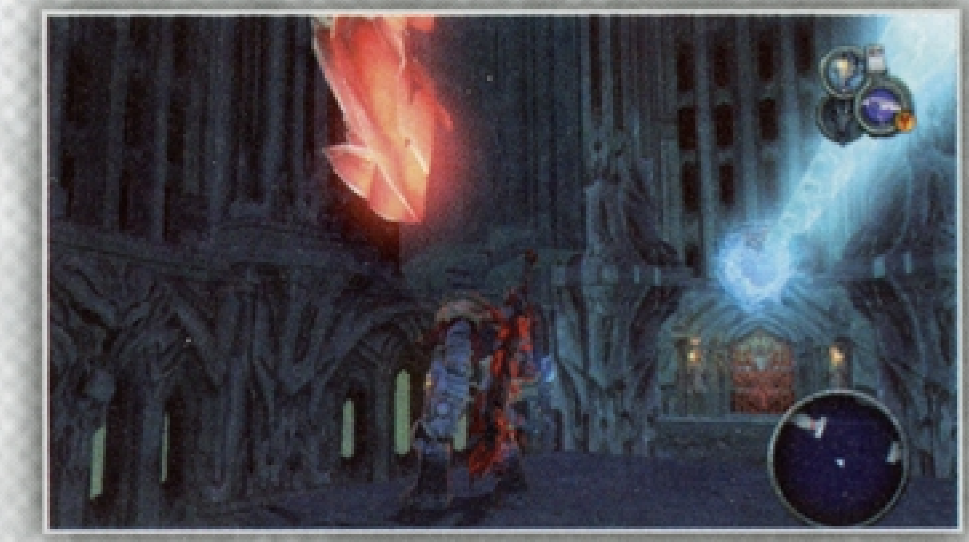


Proceed outside and create a portal on the wall to the right, then another one on the spinning column nearest the balcony's edge. Don't worry that the beam periodically shines back through the first portal. Return to the one on the wall and wait for a third portal to come into view—the one on the distant spinning column. Then shoot the Voidwalker through the portal at the third window. This gets the beam to the other side, giving you a way across the gap just as before.



Enter the room with the moving section of magical bridge. Watch as the Red Chain points become active. Several mirrors attached to floating Crystal Blades rise out of the darkness below. Create a portal on the wall near the Red Chain points. Then grapple to the casket on the middle platform before you continue across to the room's far side. Create a second portal on the side wall there, and then follow the moving walkway back to the lower stone column on the left. Quickly use the Crossblade to activate the three Crystal Blades beneath the mirrors. This reflects the beam back across the room to the first portal, shining it down the hall to the next lift.

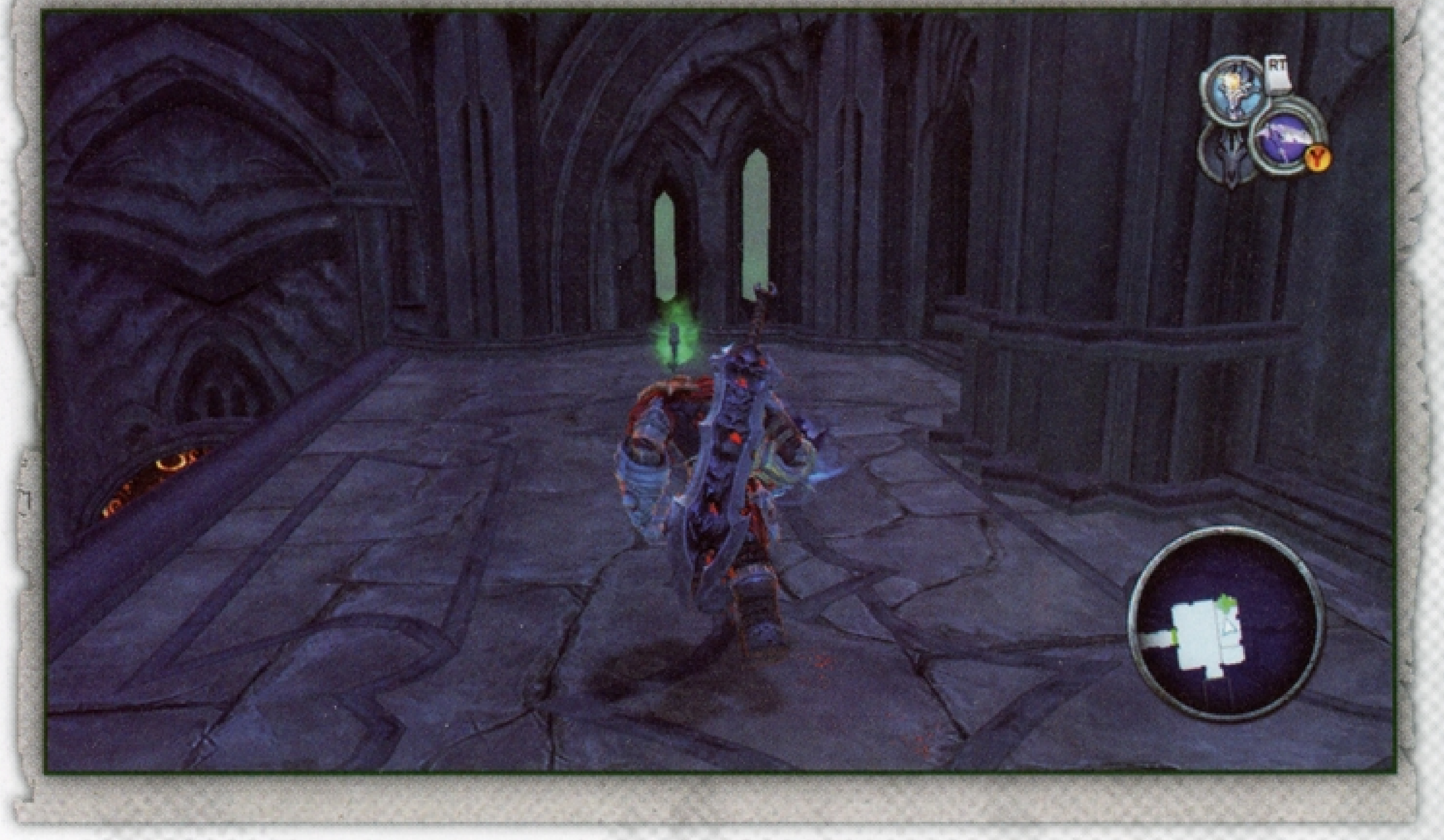
Ride the lift down to the central chamber where Azrael awaits. The beam shines across the room at an elevation too high to reach either of the two remaining statues near the floor, so your work isn't done. Hop onto the spinning circle of wall and ride it to the ledge where the firebomb is located. Throw the firebomb at the red crystals on the upper spinning wall, and use the Voidwalker to create a portal on the window that is revealed. Hop back down to the lower level. To direct the beam into the statue, create a second portal on the window inside the lowest spinning platform ring.



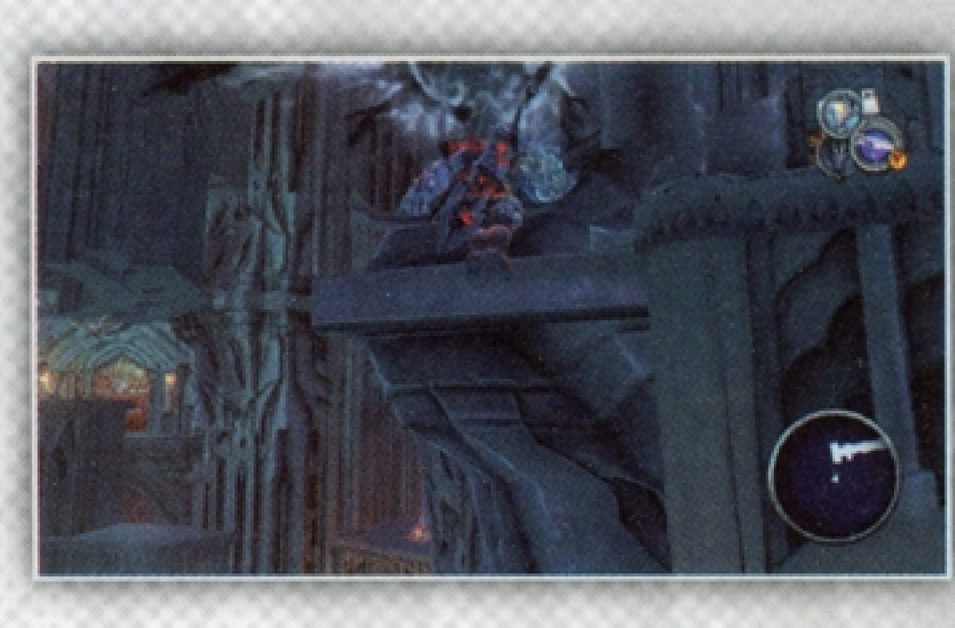
THE THIRD GUARDIAN

ARTIFACT: SOLDIER

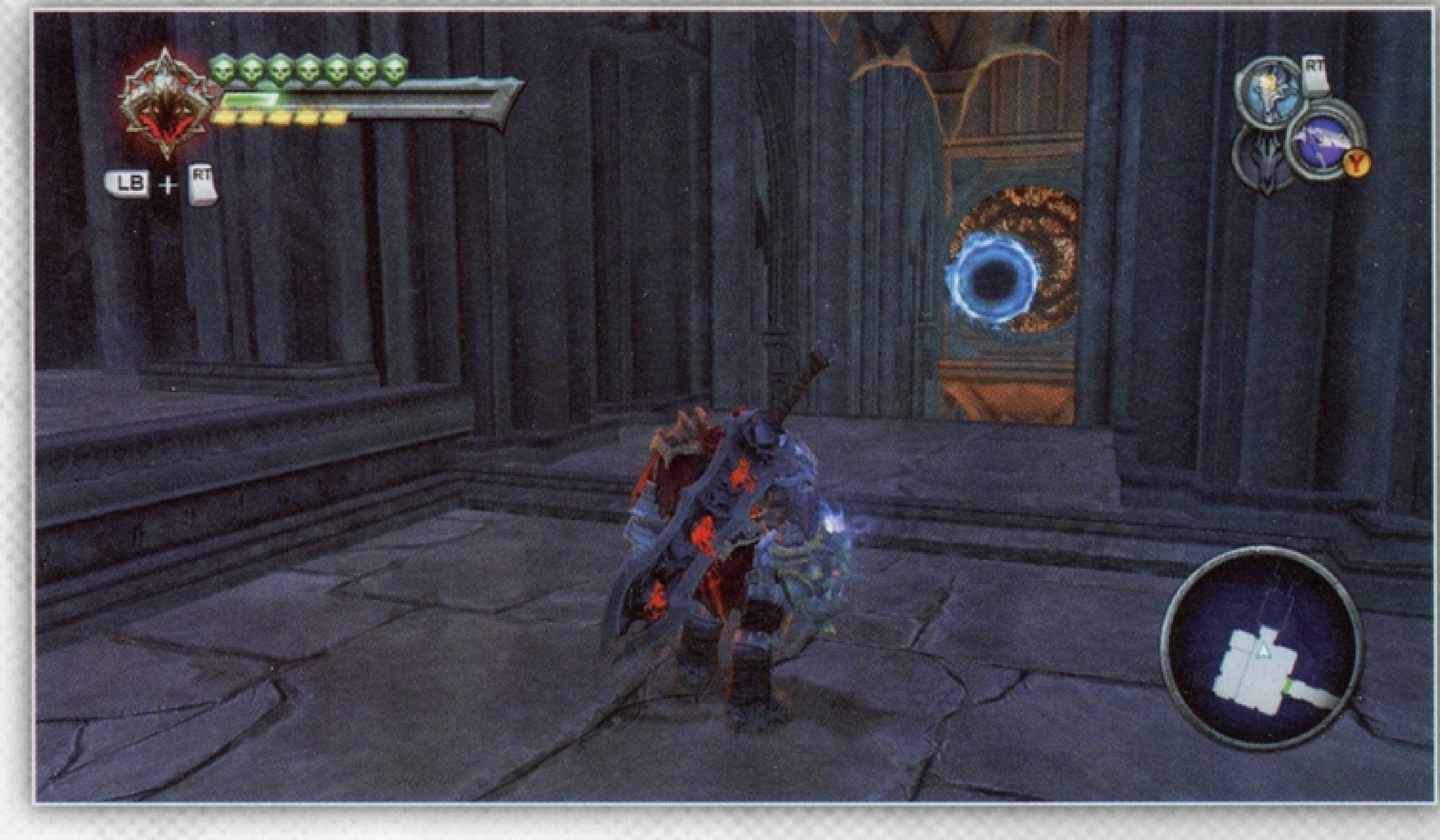
Use the Voidwalker to move between the portals near the casket on the floor and the upper ledge to the right. The **Artifact**'s location appears on the mini-map if you picked up Fury's Embrace or the Hoardseeker, so this one should be easier to spot.



The third Guardian is the hardest to reach. Begin the journey by using the portal windows on the room's west side. Launch high into the air to the ledge with the door that leads south out of this area. Fire a fully charged portal at the floor, and leap through one on the wall to launch up to the obscured landing way above the firebomb.

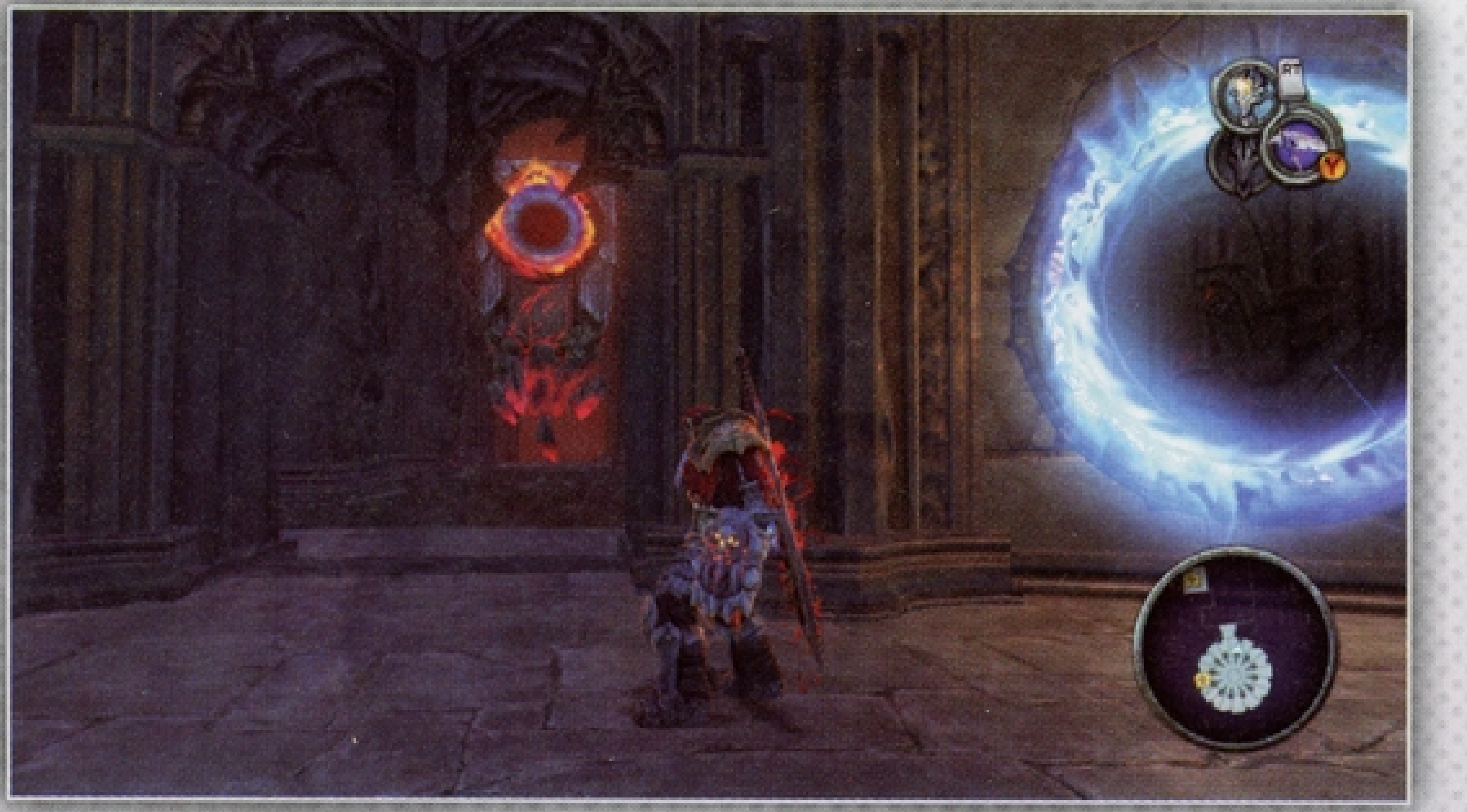


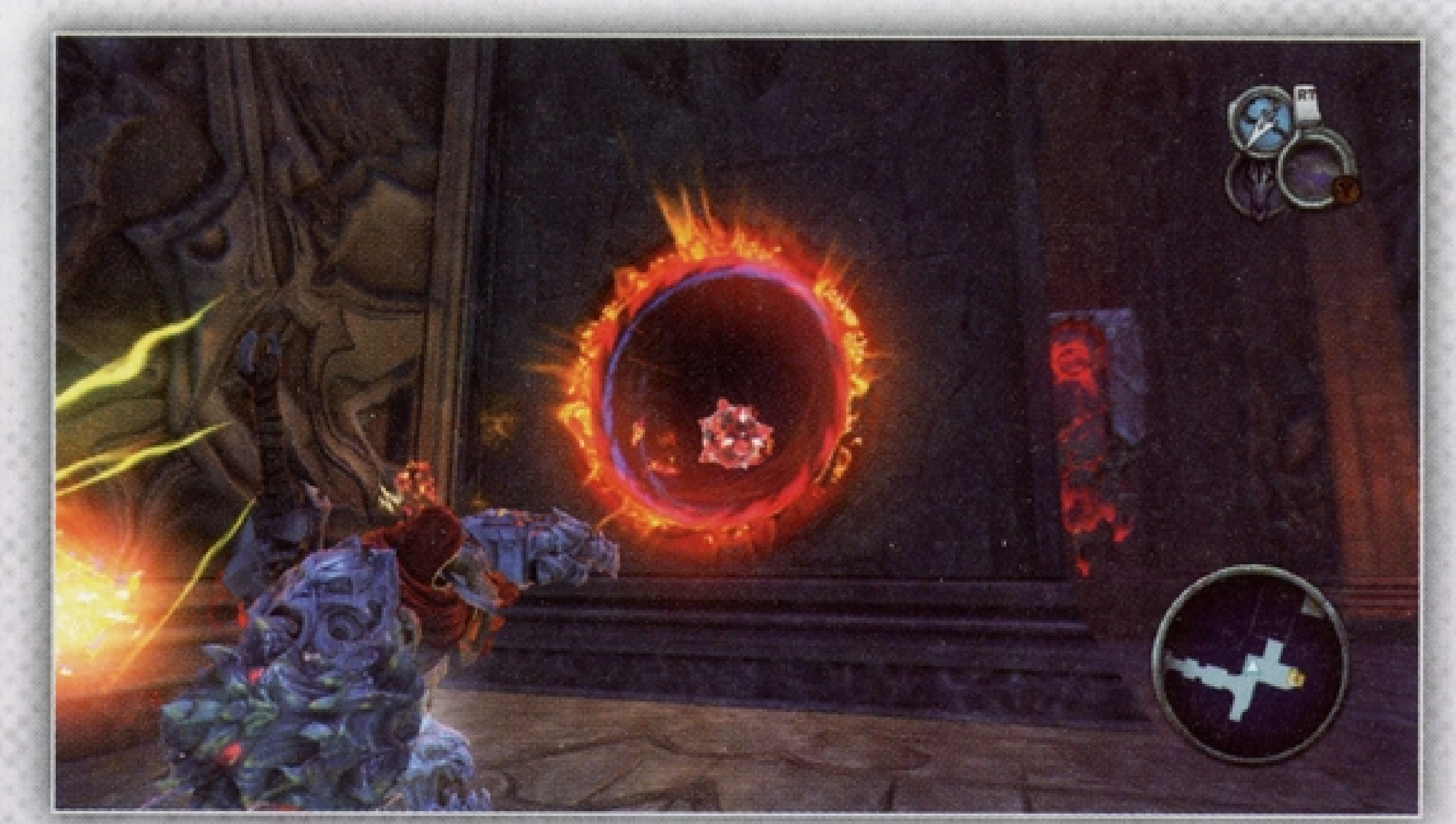
Round the corner to the right, and create a portal on the distant column that rises and falls opposite the one nearest you. Create another portal on the wall to behind you—stare through it as you charge the Voidwalker. Quickly fire through the portal as soon as the portal window comes into view. This third portal window is on the opposite side of the column nearest you. Wait for it to rise into the air, then leap through the portal to launch through the air to the circular stairwell in the distance.



Descend the spiraling stairs to the ground floor. Note the location of the red crystals in the center of the room. You must break these free eventually to reach the Beholder's Key in the casket high above this room. But first, you need to find the firebomb. Create a portal on the wall at the base of the stairwell. Create a second on the spinning column floating in the bottomless room to the north. Leap through the portal after it passes a set of red crystals to the west, allowing you to exit the portal in a northerly direction.

This pit's far side contains another portal window, a casket containing Wrath, and a firebomb on a pillar. Create a new portal, and watch the spinning column with the other portal spin toward the wall of red crystals to the right. Use the Abyssal Chain to pluck a firebomb off the pillar, and throw it through the portal to blast the crystals. Wait for the column to spin around again, and leap through to collect the **Abyssal Armor Piece**.

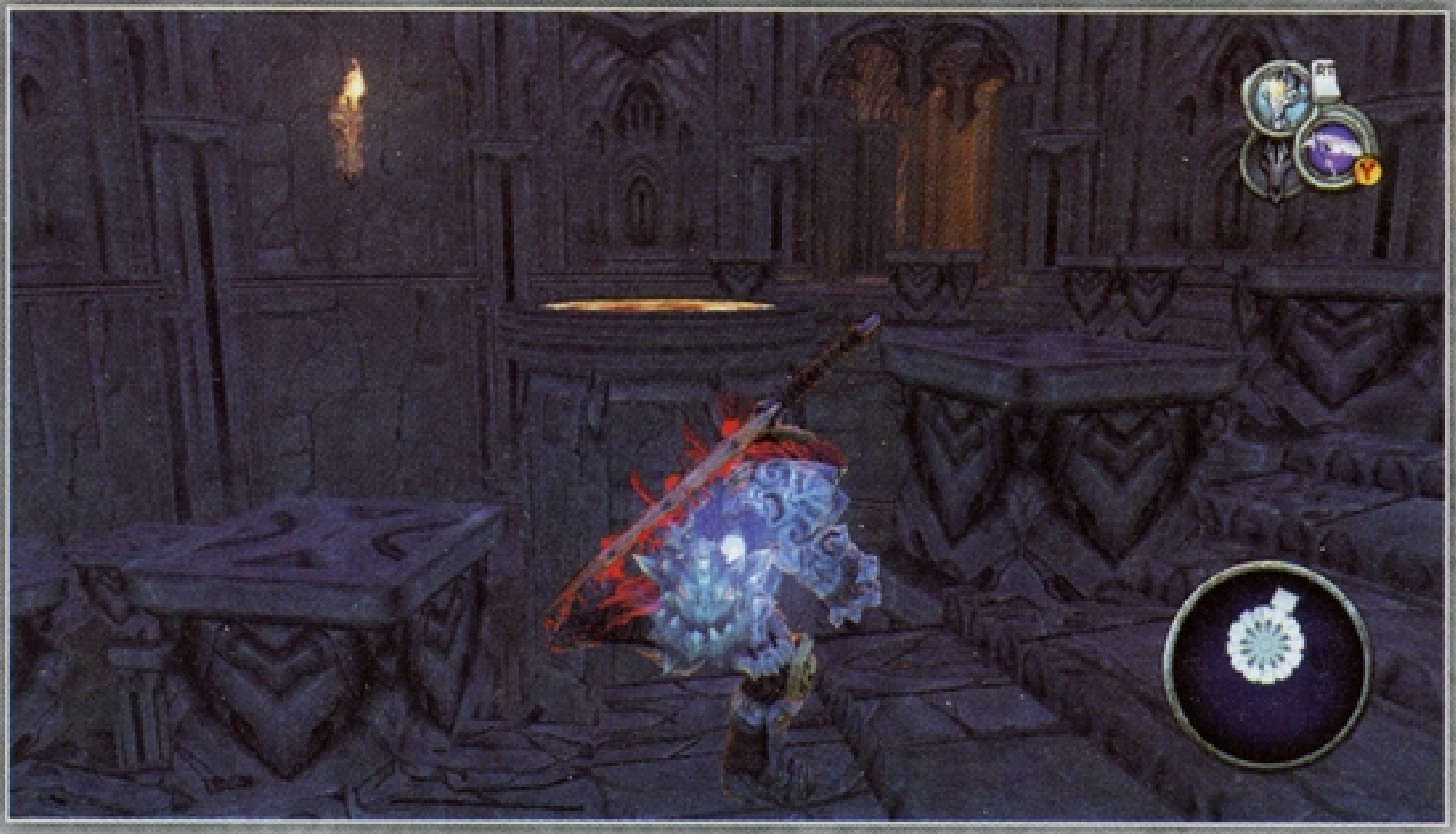




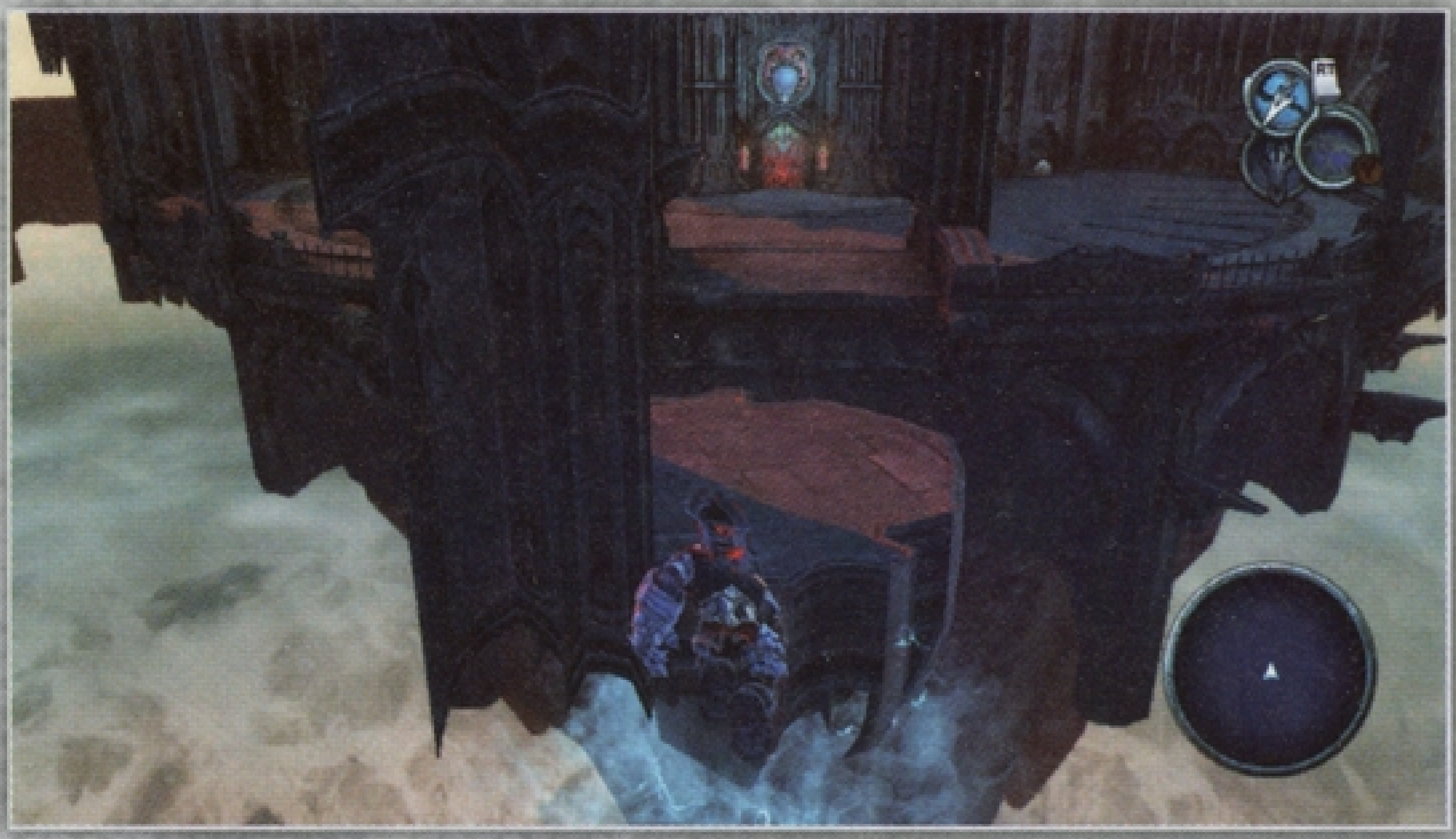
Return to the side of the pit near the firebomb. Create a new portal on the spinning column and another on the wall. Now wait for the spinning column to face the spiraling stairwell back to the south—leap through the portal. Create a new portal on the wall at the base of the stairwell. Leap back through to get the firebomb. Grab the firebomb with the Abyssal Chain, and throw it through the portal at the red crystals in the circular floor's center. Leap through the portal after the explosion. Then climb the stairs to see the portal window atop the column that rises up from the floor's center. Create a fully charged portal atop this column. Return to the ground floor and leap through a portal there to hurtled through the air to the ledge with the **Beholder's Key**.

Drop back to the spiral stairwell's upper landing and return the way you came, back across the pit with the rising and falling columns. This returns you to the central chamber at an elevation where you can target the portal window spinning around the uppermost ring's outside. Create a fully charged portal on this upper ring. Then drop to the floor and create another portal on a wall within easy reach. Wait for the upper portal to rotate slowly past the Beholder Door's blue glow, and leap through. Use the Beholder's Key to unlock the gate, and board the elevator on the other side.

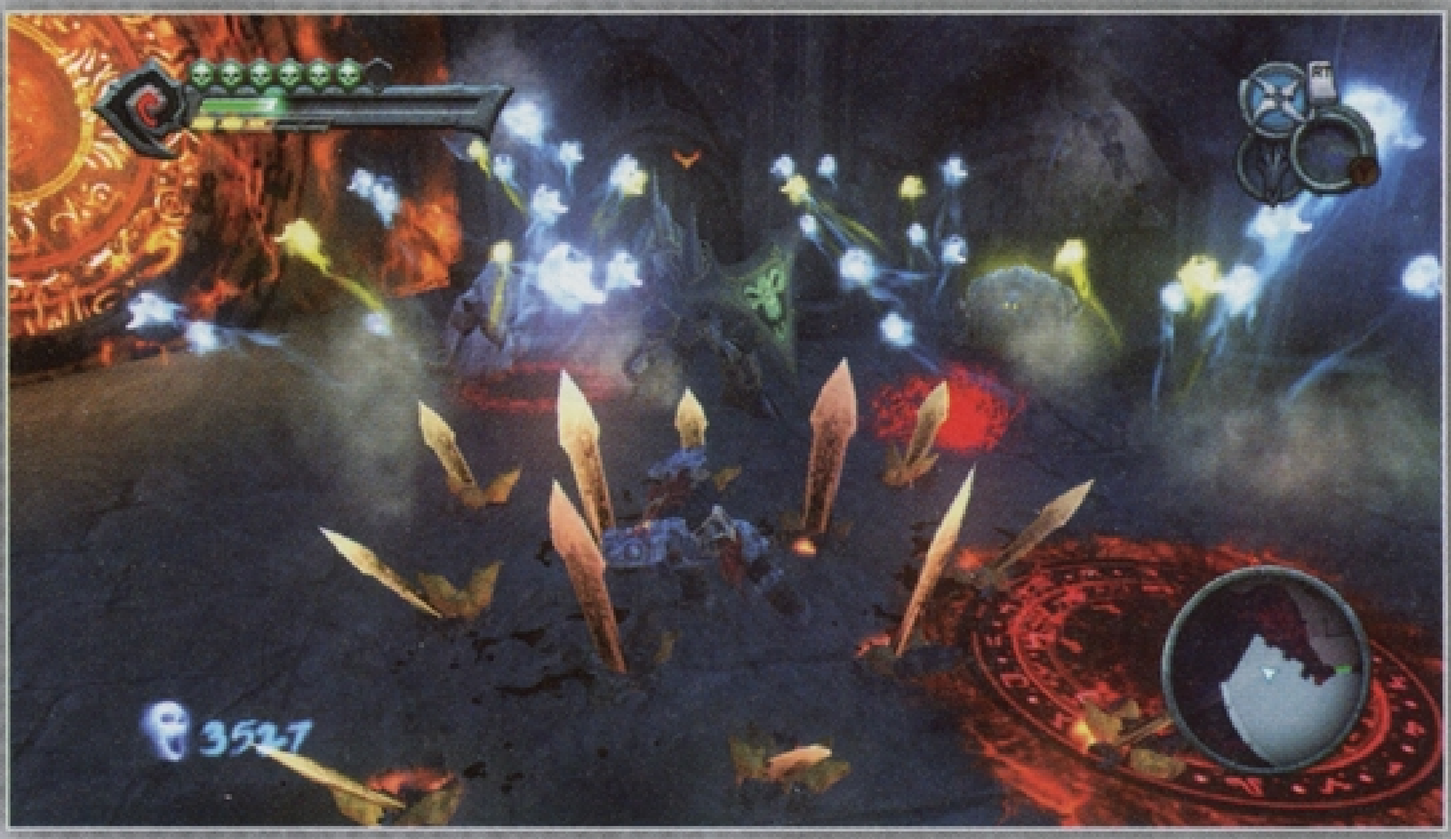
Ride the lift to the upper room, and cross the bridge that appears to the center platform. Several Undead Lords and Rot Maulers attack. Quickly activate Chaos Form and cut them down before they get too close. If Chaos Form isn't available, use the Crossblade to fend off the Rot Mauler, and batter the Undead Lords with repeat Blade Geyser attacks.



A Shield Lord attacks last. Stay clear of its massive axe and its twirling Maelstrom Fury attack. Use hit-and-run tactics and the Blade Geyser to knock its shield and armor from it. Thanks to its shield's size, attacking the Shield Lord head-on is a dangerous proposition—use Wrath Powers to bypass its defenses.



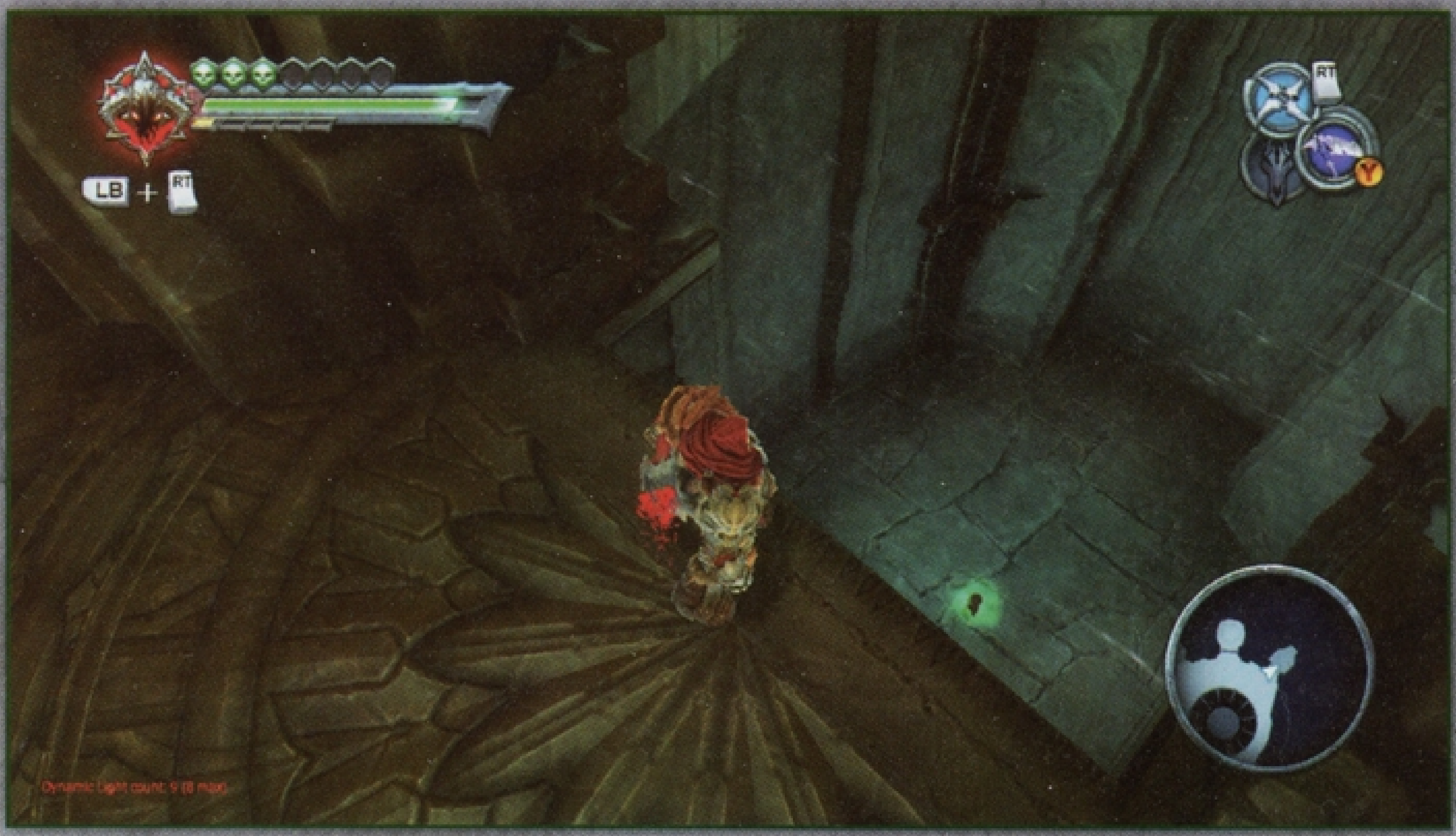
Proceed down the hallway to the west, and continue outside to the balcony. It's time once again to cross a large gap between the towers. This time, the portal windows are on the far side of spinning platforms. One of them has a large growth of red crystals blocking the way. Create a portal on the nearest platform and one on the wall to the right. Then grab a firebomb with the Abyssal Chain, and throw it through the portal at the red crystals. Continue through the portals to the other side of the divide.



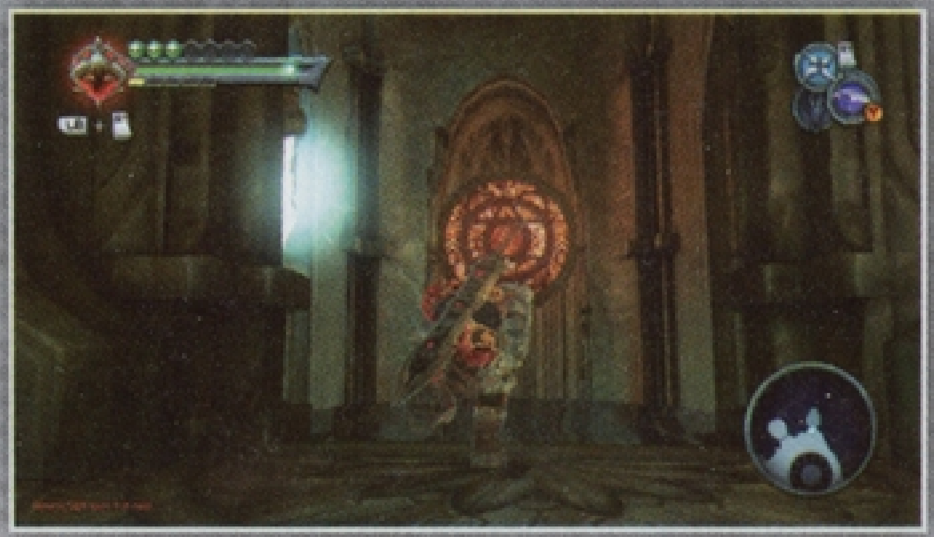
Ready the Crossblade and Scythe and prepare for action! Another Rot Mauler and Shield Lord appear outside the next tower. Kill the Rot Mauler, and lure the Shield Lord over to the casket on the left, which contains Wrath. Many more Shield Lords attack after this one, so accessing the Wrath is important. Unload on the Shield Lords with Blade Geyser or another Wrath Power, and exploit opportunities to Instant Kill the weak, thus gaining additional Wrath.

ARTIFACT: SOLDIER

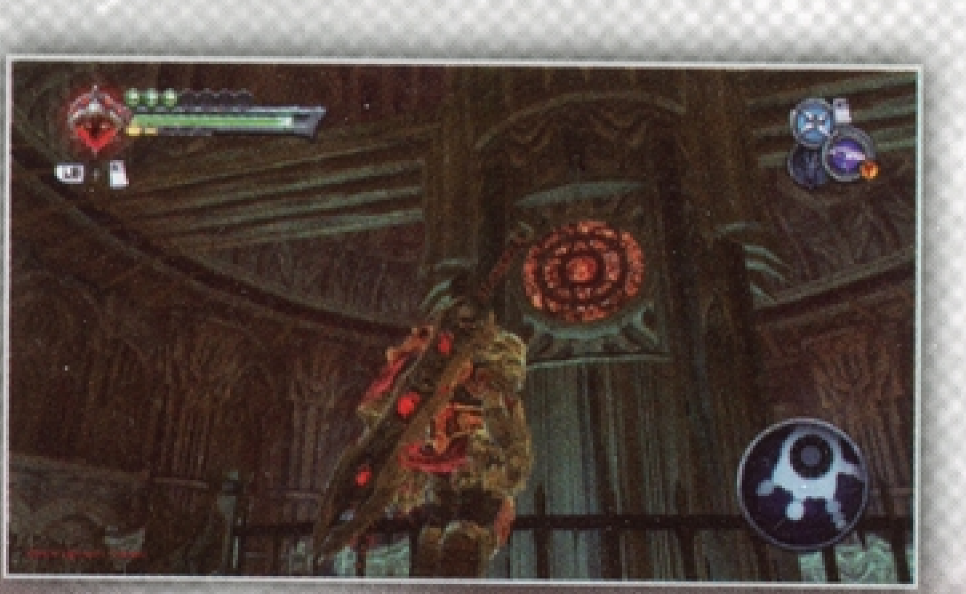
This **Artifact** is in the water on the third tower's right-hand fork. Dive into the alcove and swim to the bottom to pick it up.



Enter the tower and immediately turn the crank straight ahead once. Collect the Souls from the casket beneath the crank, and cross the room to the three small alcoves on the other side. Create a portal on the window in the left-hand fork. Then approach the alcove with the water in it, and create a second portal on the window above the water. Strike the Crystal Blade with the Crossblade to lower this second portal into the water. This causes the water to drain from one area to the other, giving you a way across the left fork. Swim across and turn the lever.



Turn the lever near the entrance again to spin a portal window on the central column into position facing the room's rear. Create a charged portal on this central column. Next, leap through the portal where the water used to be to fly through the air to the lift in the center of the three forks. Ride the lift to the roof, where the third and final Guardian waits.

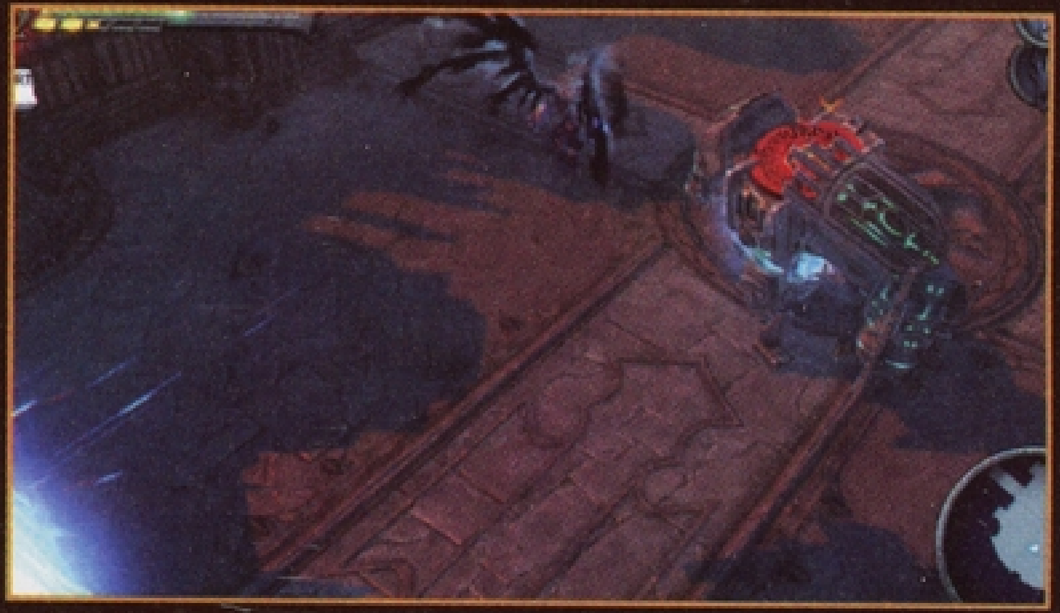


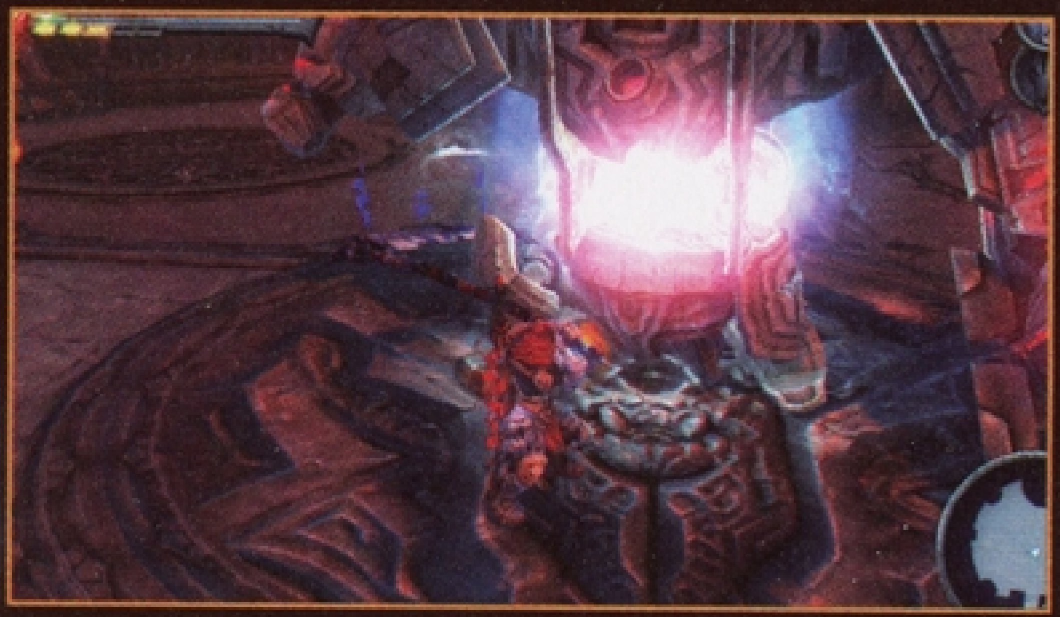
Guardian (3 of 3)

GUARDIAN'S ATTACKS

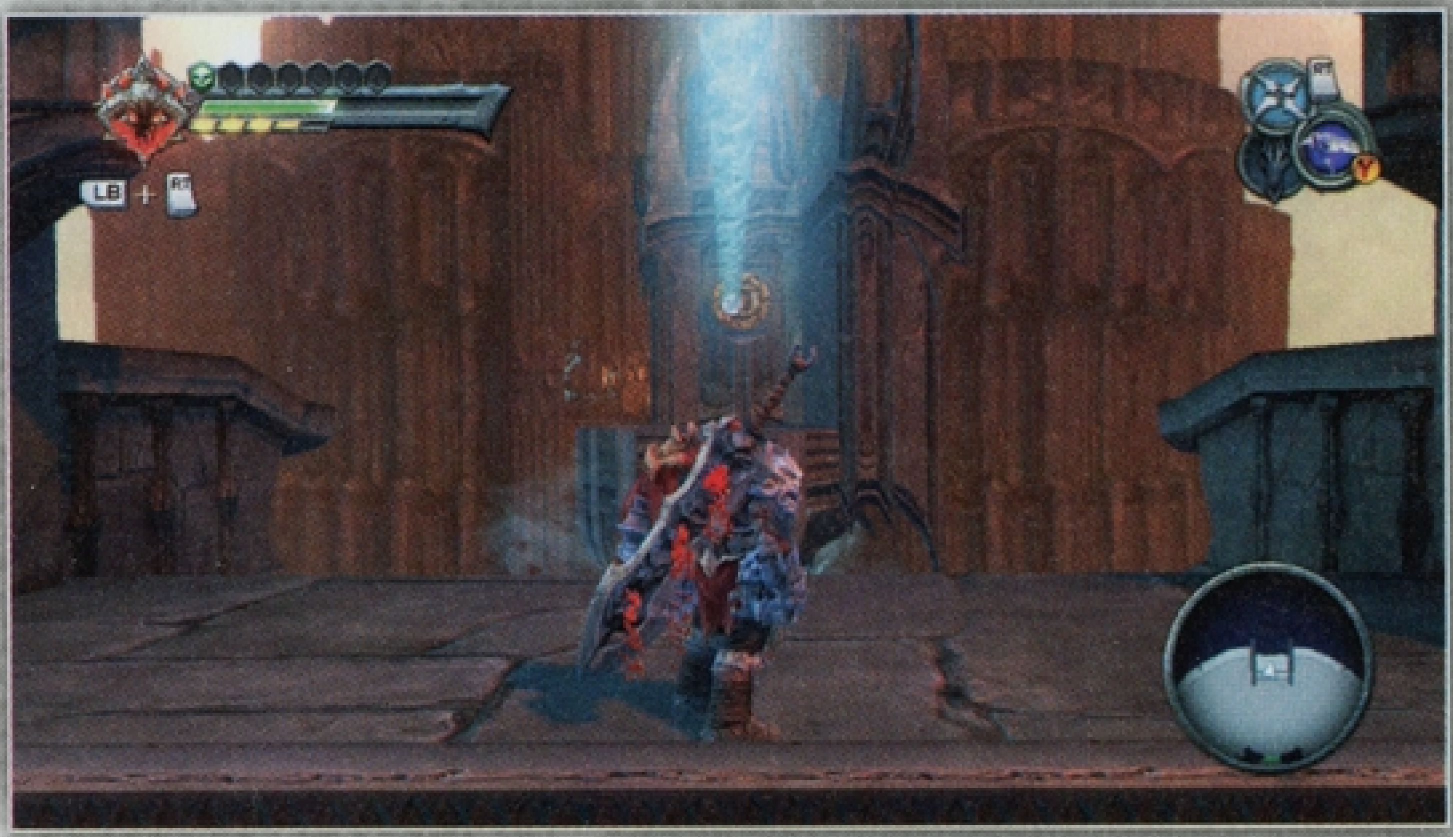
ATTACK	DEFENSE
Bull Dozer Spin	The Guardian glows red and spins its plasma-charged ball and chain in a wild fashion. The Guardian has tremendous reach; you must dash to the other side of the room or through portals to fly above the fray.
Overhead Slam	The Guardian rears back and slams its mighty ball and chain down on you. This is a relatively easy attack to dodge.

This final Guardian battle plays out like the first two, with the only difference being the portal window locations. This time, the portal windows are on the walls surrounding the battle arena. You must create a high-velocity portal on the upper window, then create one that you can run through on the ground level. Wait for the Guardian to move to the side of the arena where the upper portal is located. Then leap through and use Shadowflight to land on top of it. Press the Action button to jab the Chaoseater into its head. Leap down and attack the energy core in its center. Just remember to get out of the way as soon as the core turns pink, as this signals the Guardian is readying its devastating Bull Dozer Spin! Defeat the Guardian with three successful attacks to its energy core to release the third beam.





GUIDING THE THIRD BEAM TO AZRAEL



A portal window is above the lift, and another is down the curving hallway near the other lift. Use these portals to send the beam into the collection point near the lift. Then ride it down to the room where the water was. The beam reflects off a mirror to the left. Turn to the right and throw the Crossblade at the Crystal Blade with the mirror beneath the beam to raise it into position and send the beam out the door.

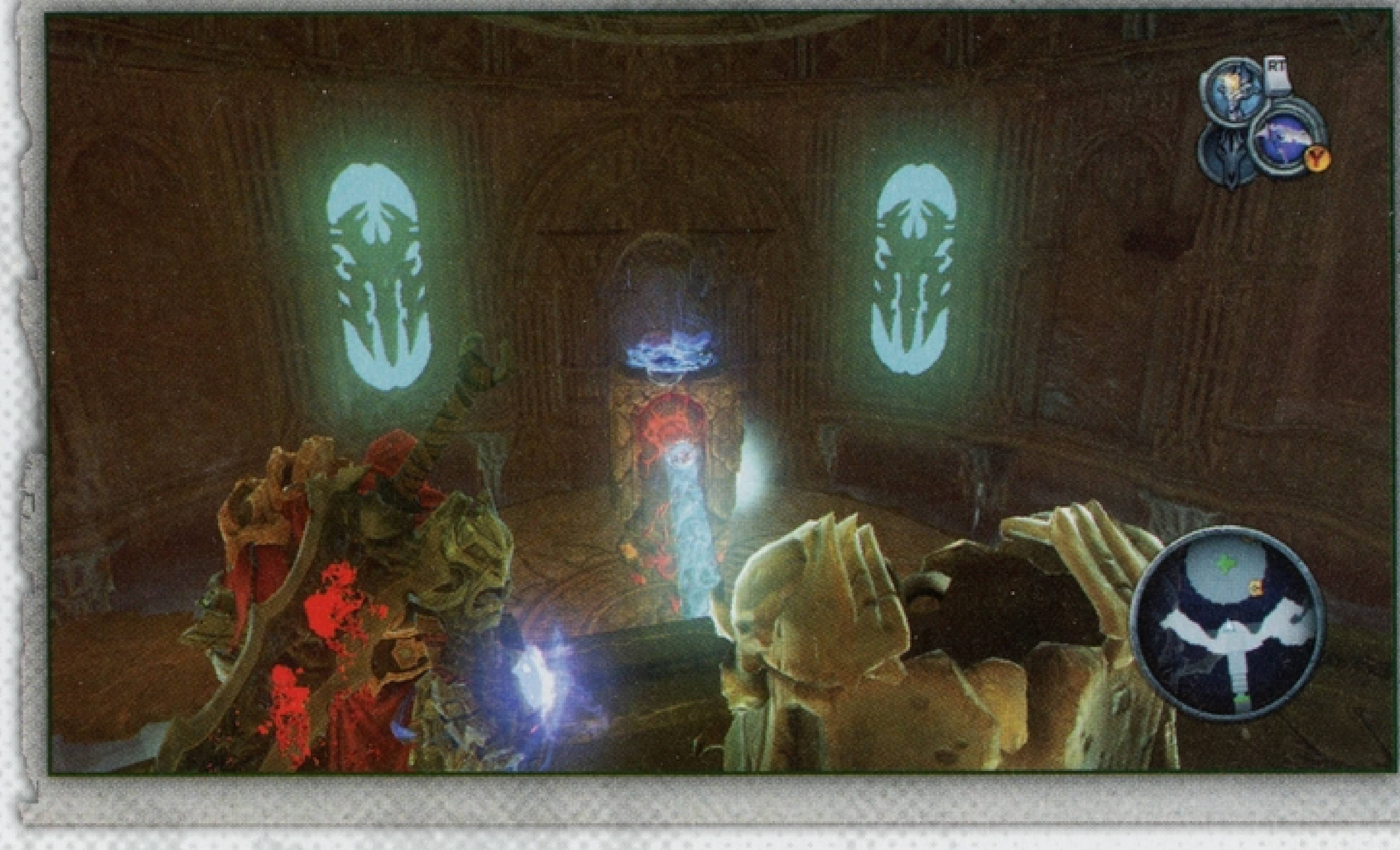
To extend the beam across the gap, use the Voidwalker on the portal on the distant spinning column, as well as the wall to the right. You must once again fire the Voidwalker through one portal to open another. The spinning platforms' size and shape may be different, but the principal is the same as before.

Enter the alcove on the room's west side, and use the Voidwalker to launch up to the curved walkway on the room's south side. Collect the Souls and Health from this upper walkway's caskets, and take a moment to stare down and inspect the puzzle below.

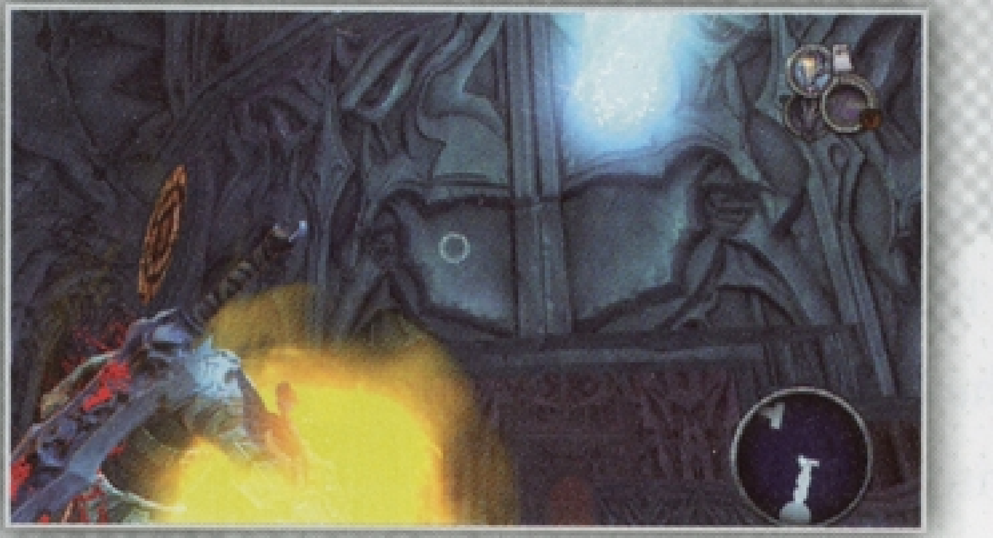
Cross the bridge to the circular room's center and watch the large, floating block descend from the ceiling. This block has two portal windows on it, along with a Crystal Blade that causes it to rotate briefly. Create a portal on each of the windows. Next, cross the bridge to the L-shaped alcove to the east. Activate the Chronosphere in this side area. Then sprint back to the center and quickly use the Crossblade to activate the Crystal Blade on the floating block's left side. Immediately throw the Crossblade at the two Crystal Blades flanking the door to the north. You must do this very quickly, as the door stays open only for a moment, and the floating column in the center rotates only 90 degrees then spins back.

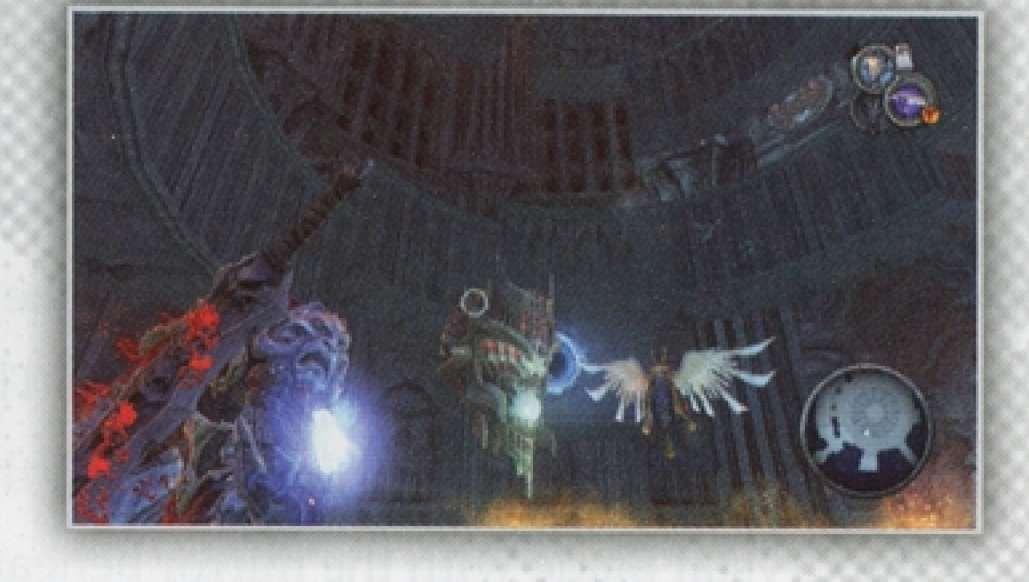
ARTIFACT: CHAMPION

Make your way to upper walkway that wraps around the room with the floating column. Use the Voidwalker to create a high-velocity portal on the column's top surface. Leap through a portal elsewhere in the room to fly up to the **Artifact** high above the floor.



Ride the elevator back down to Azrael and go through the door. Stay on this ledge and wait for the upper ring's portal window to come into view. Create a portal on it for the beam to enter. Proceed down to the floor and create another portal on the rotating platform ring's inside window. It may take a few seconds, but they eventually line up and shine the beam into the third and final statue.

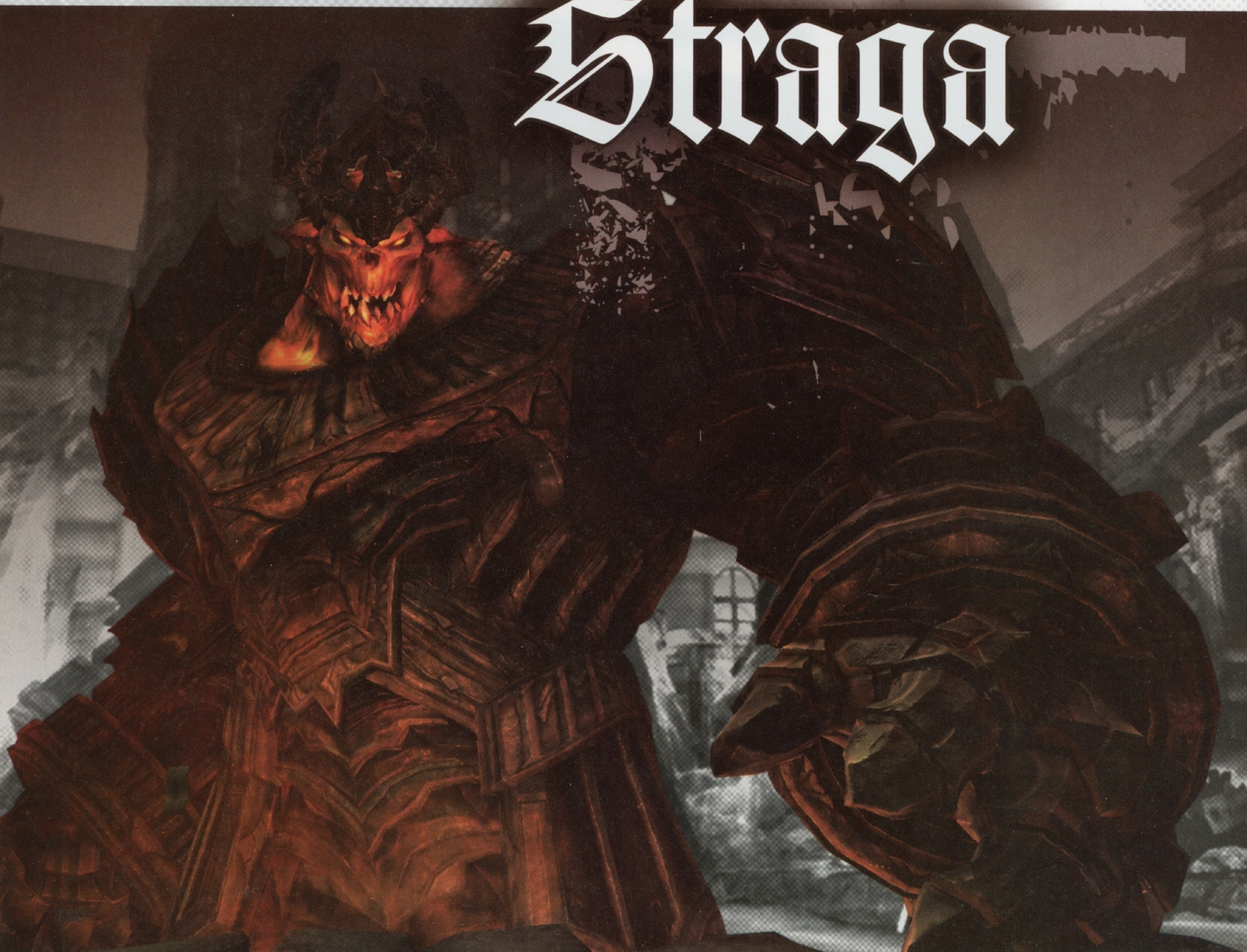




TAKING ON STRAGA

Descend the spiraling staircase that opens in the central chamber. Fill up on Health at the casket in the hallway. You aren't sure if Azrael can truly help you escape this place should you manage to defeat Straga. But you have to trust that he'll be true to his word. Ride the lift down into the Well of Sorrows, where Straga waits.

Straga

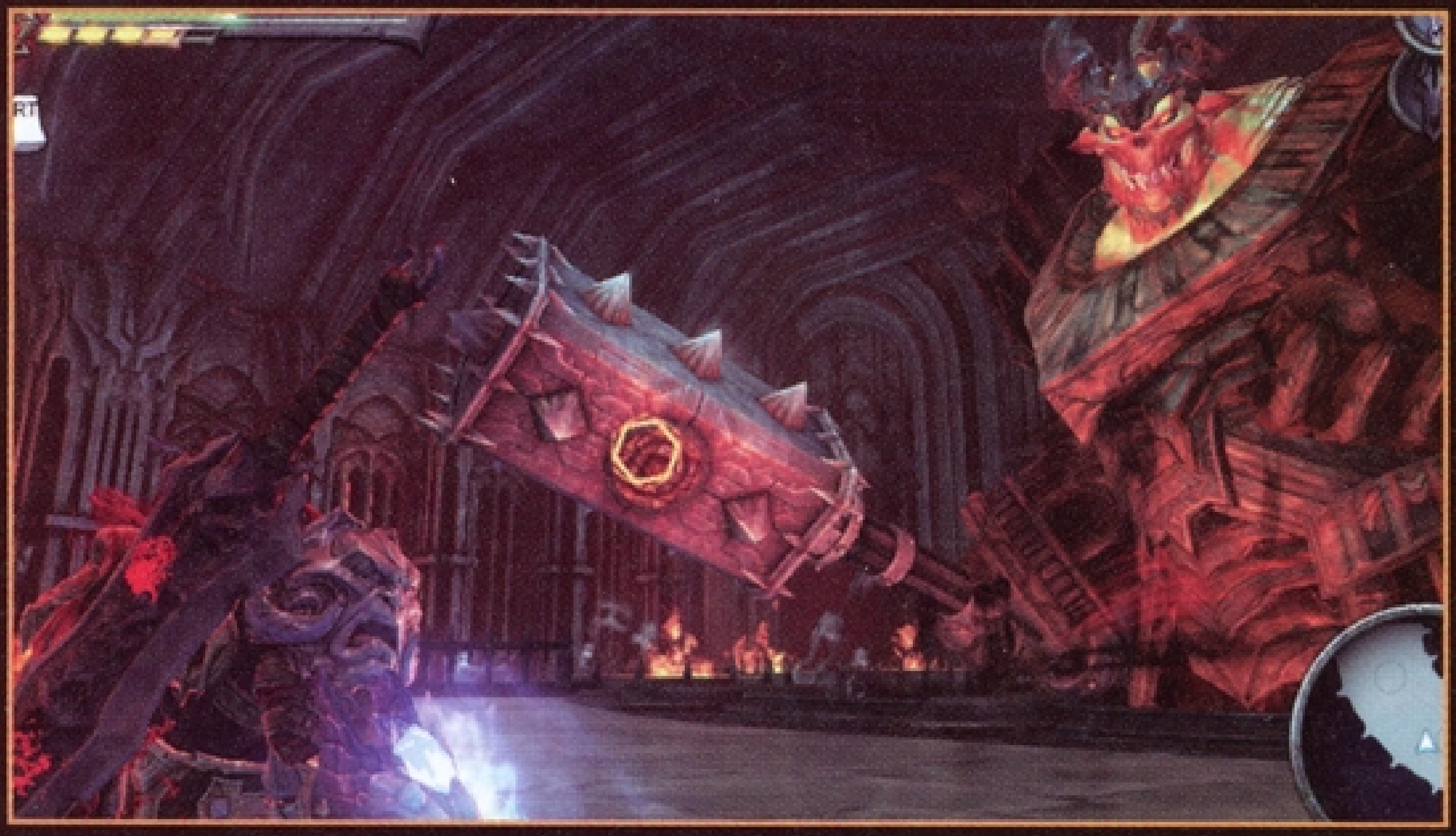


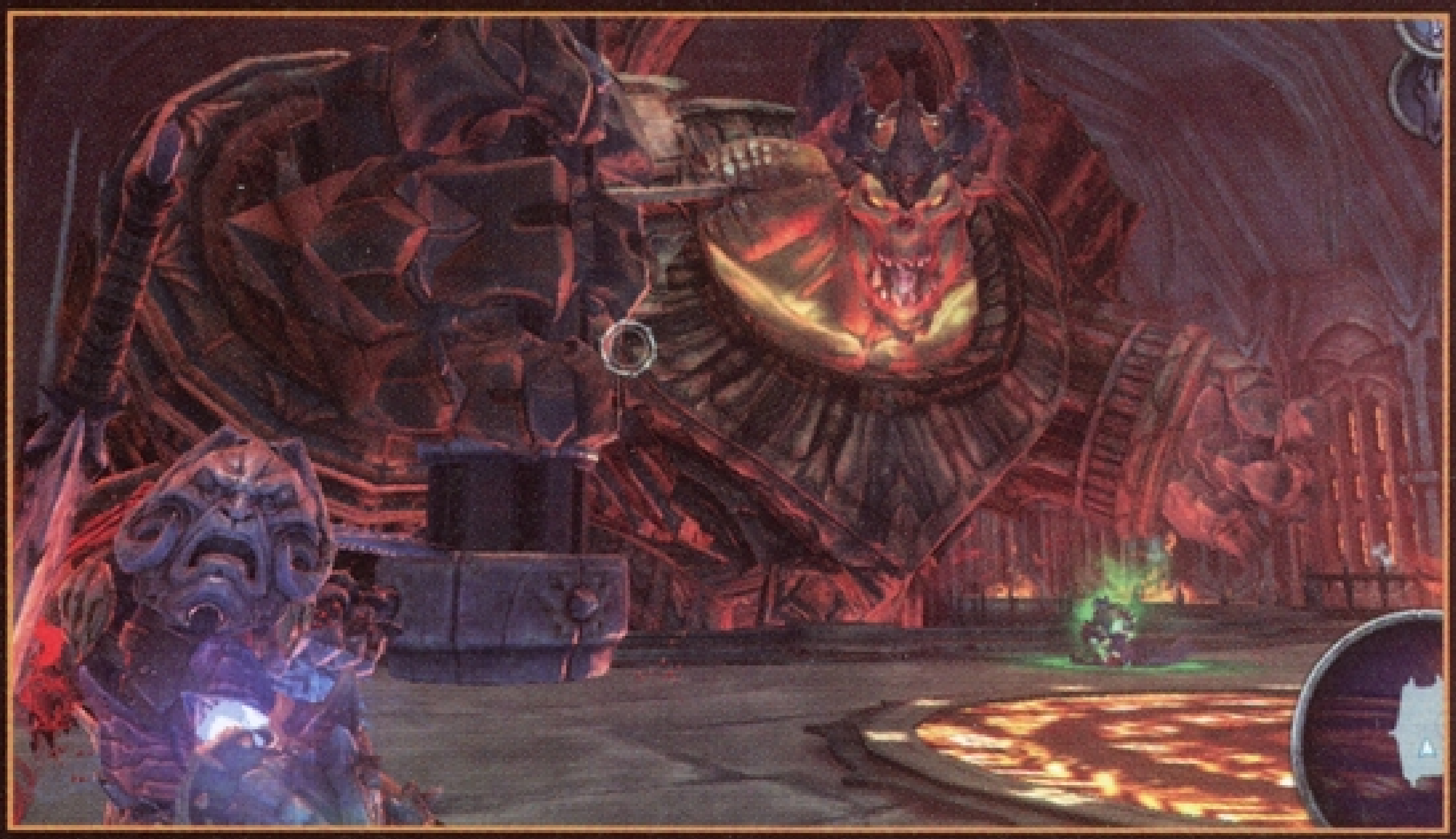
STRAGA'S ATTACKS

ATTACK	DEFENSE
Megaton Geyser	Straga's primary attack is a devastating overhand smash attack with his giant mace. You must dash clear to the area's other side to avoid this attack.
Reinforcements	Straga slams his mace's hilt against the floor, summoning an army of Undead Lords and Fallen Angels. Use the Blade Geyser to weaken them. Then perform a series of Instant Kills to finish them off.

Things are certain to go differently during this rematch against Straga. You are far stronger and more capable than you were during your encounter a century ago. And you have a host of new gear that Straga certainly can't account for. Straga may be the mightiest of the Chosen—he's certainly the biggest—but the path to defeating him isn't much different from that of the Guardians.

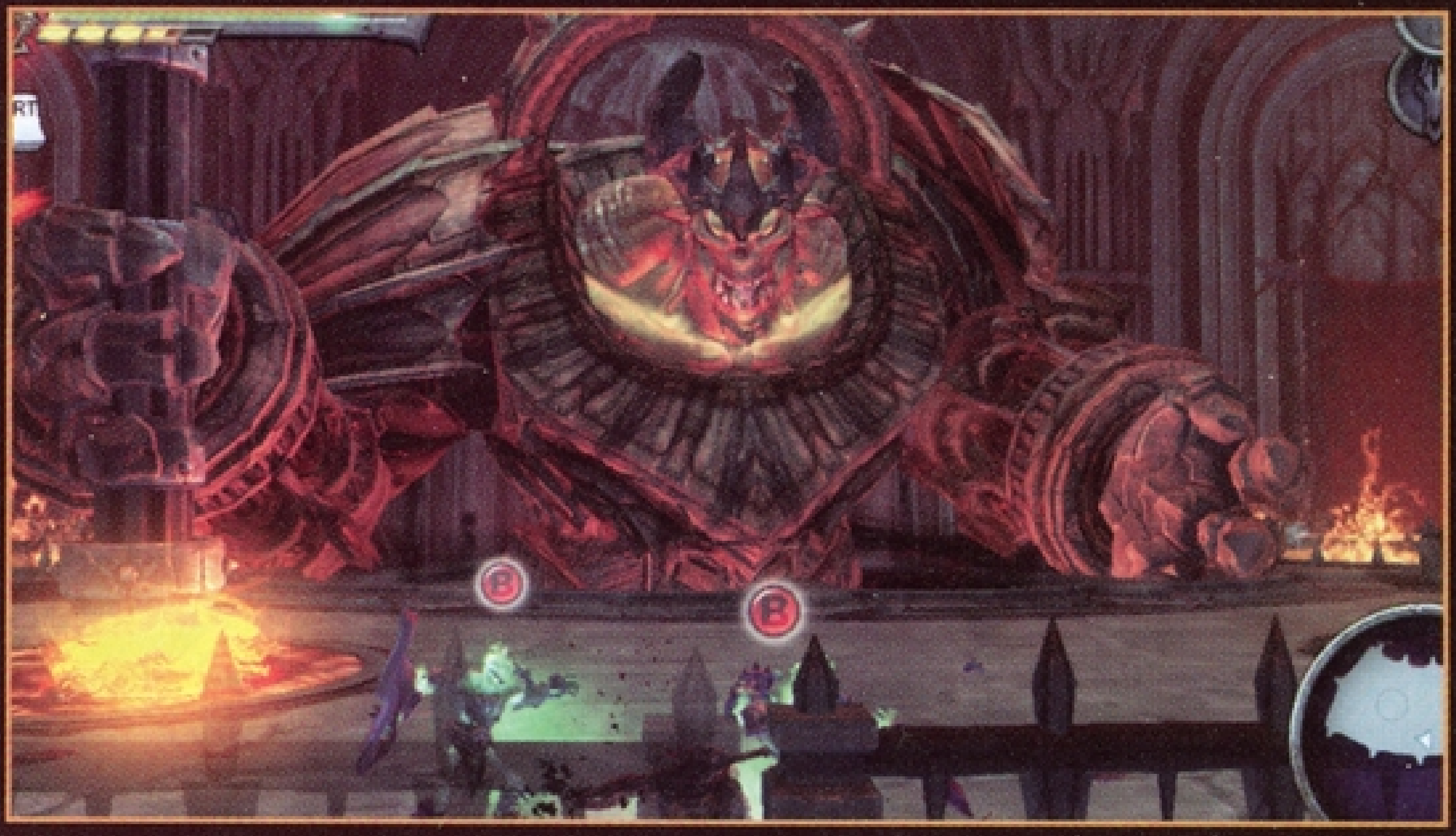
Create a portal on either of the floor's windows and wait for Straga to raise his mace above his head. Study the mace closely, and fire the Voidwalker at the orange portal window on the side of his weapon. Move close to the portal on the floor, and wait for Straga to tilt the mace back behind his head. Leap through the portal to fall onto a ledge behind Straga's head. There, you can find a weak spot into which you can thrust the Chaoseater. Straga collapses forward and you fall back to the main floor. Dash forward and slash at Straga's face to score a critical hit!

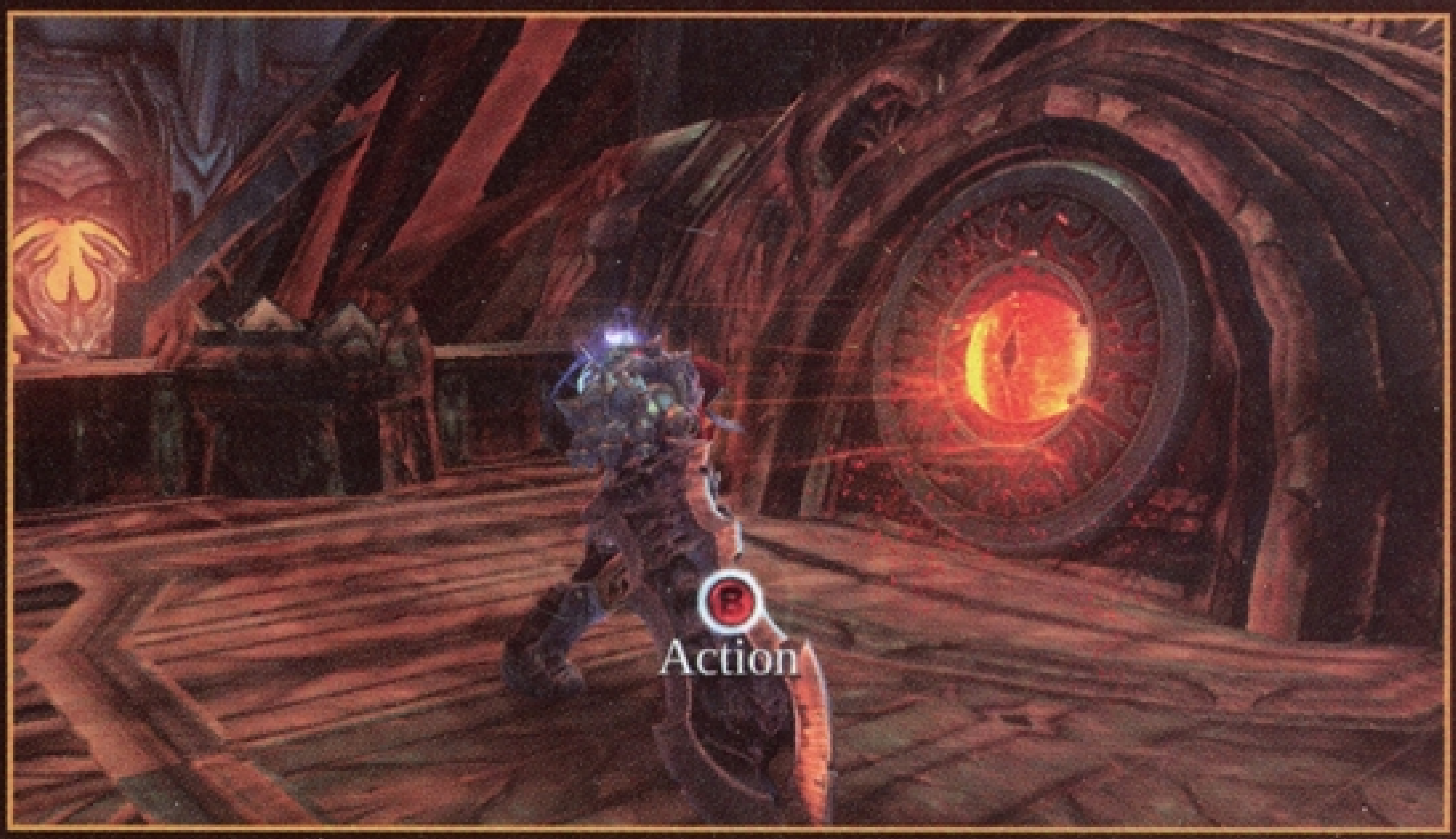


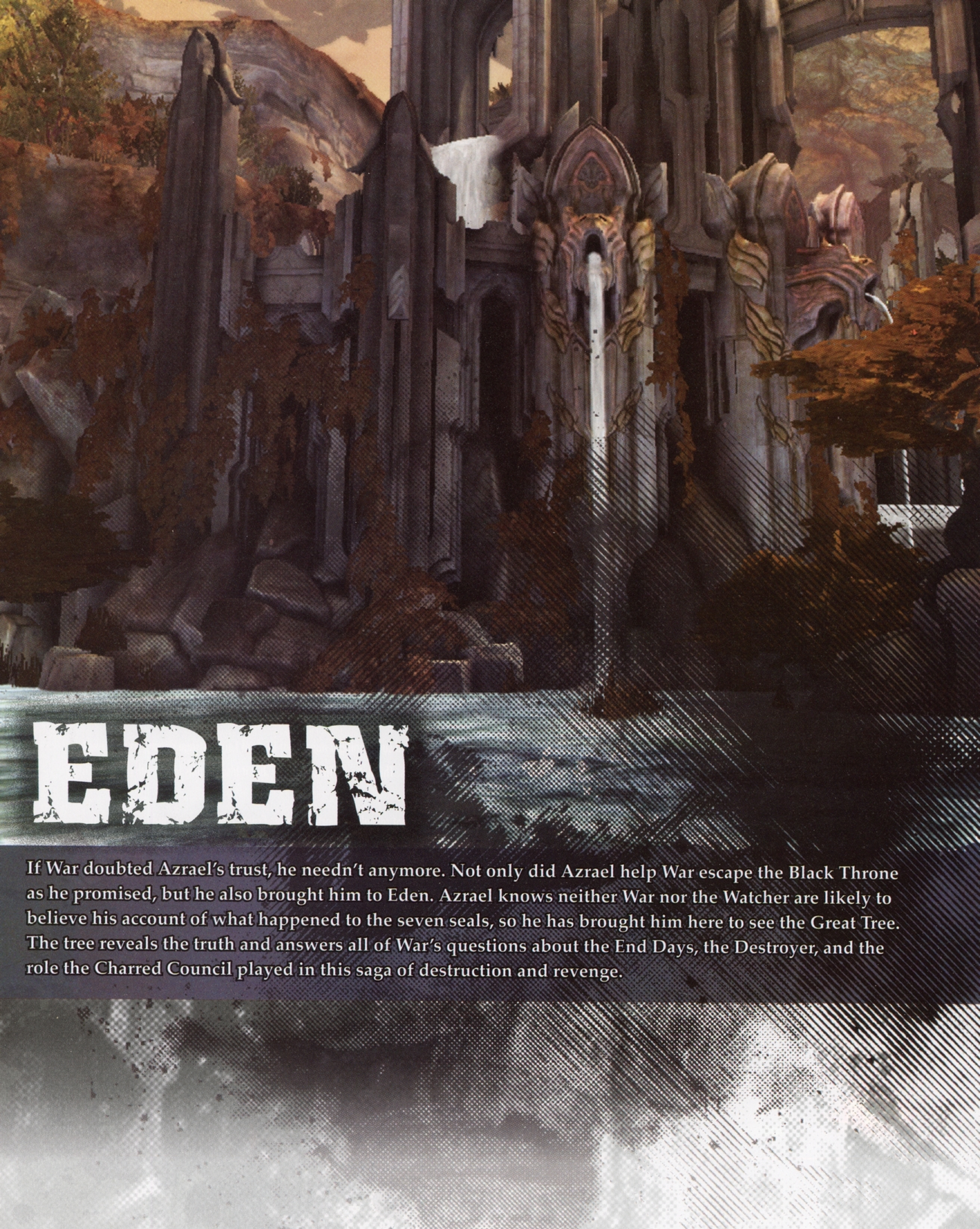


Straga goes on the offensive, attacking by either slamming down his mace toward you or by stomping the floor and summoning a number of Undead Lords. Straga doesn't expect you to handle this army of Undead Lords. But you can do just that with a Blade Geyser attack and a couple of Instant Kills. This not only finishes them, but it also regains lost Wrath and Health!

Dodge any of Straga's mace swipes, and ready a new portal on the floor. Straga again tilts his mace at an angle that reveals the portal window. Create a portal on it, and leap through the one on the floor as soon as Straga tilts the weapon back behind his head. Thrust the Chaoseater into the weak spot again, then slash at Straga's face when he falls forward. Straga calls a squad of Fallen Angels into action after you make this second critical hit. Watch for the Megaton Geyser attack (it glows pink), and perform the necessary steps to land a third and final hit, finishing the battle.



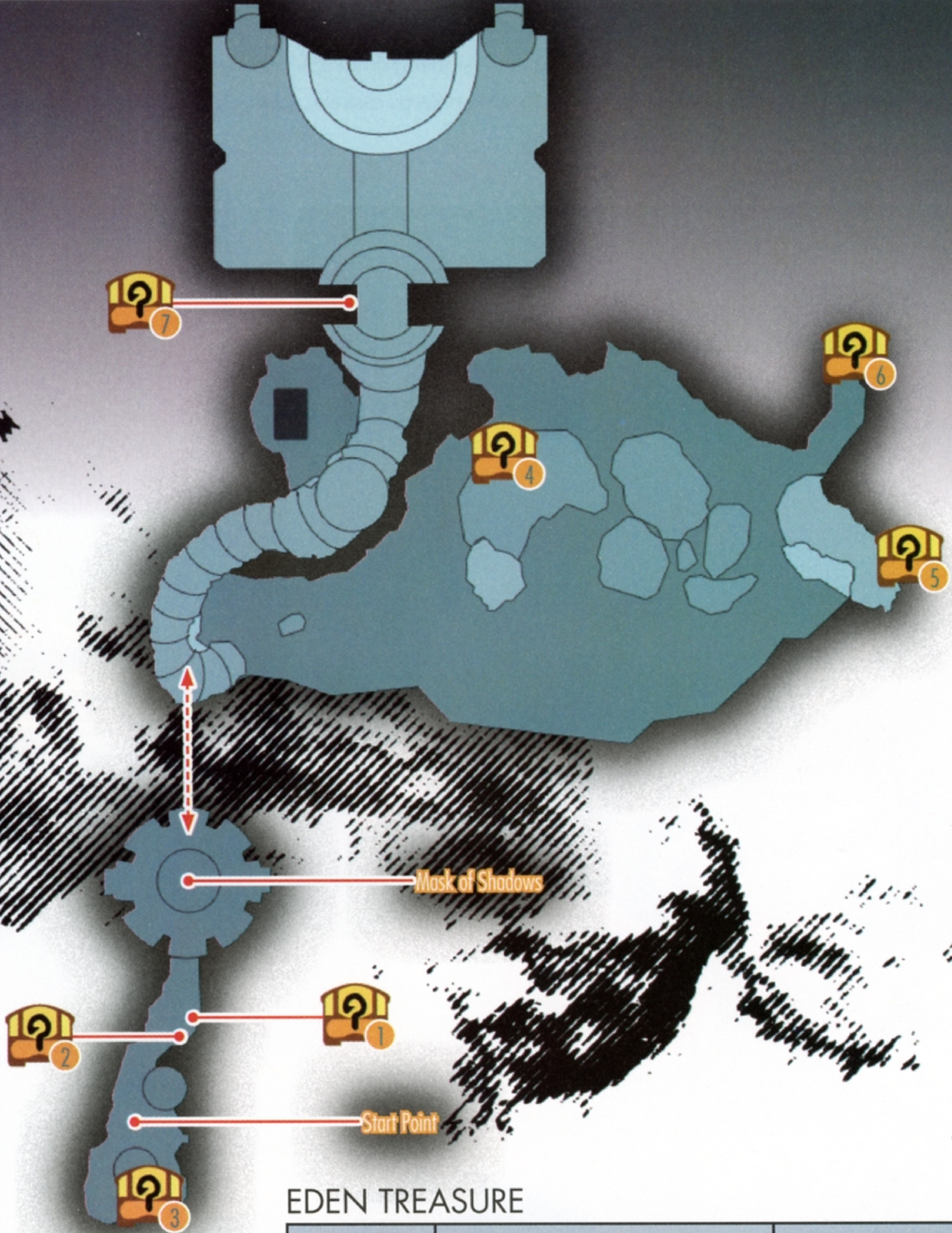




EDEN

If War doubted Azrael's trust, he needn't anymore. Not only did Azrael help War escape the Black Throne as he promised, but he also brought him to Eden. Azrael knows neither War nor the Watcher are likely to believe his account of what happened to the seven seals, so he has brought him here to see the Great Tree. The tree reveals the truth and answers all of War's questions about the End Days, the Destroyer, and the role the Charred Council played in this saga of destruction and revenge.

Eden



EDEN TREASURE

CHEST NO.	CONTENTS	ABILITY REQUIRED
1	Wrath	-
2	Health	-
3	250 Souls	Mask of Shadows
4	250 Souls	Mask of Shadows
5	500 Souls	Mask of Shadows
6	Abyssal Armor Piece	Mask of Shadows
7	Wrath Shard	Mask of Shadows

Face Yourself, Horseman

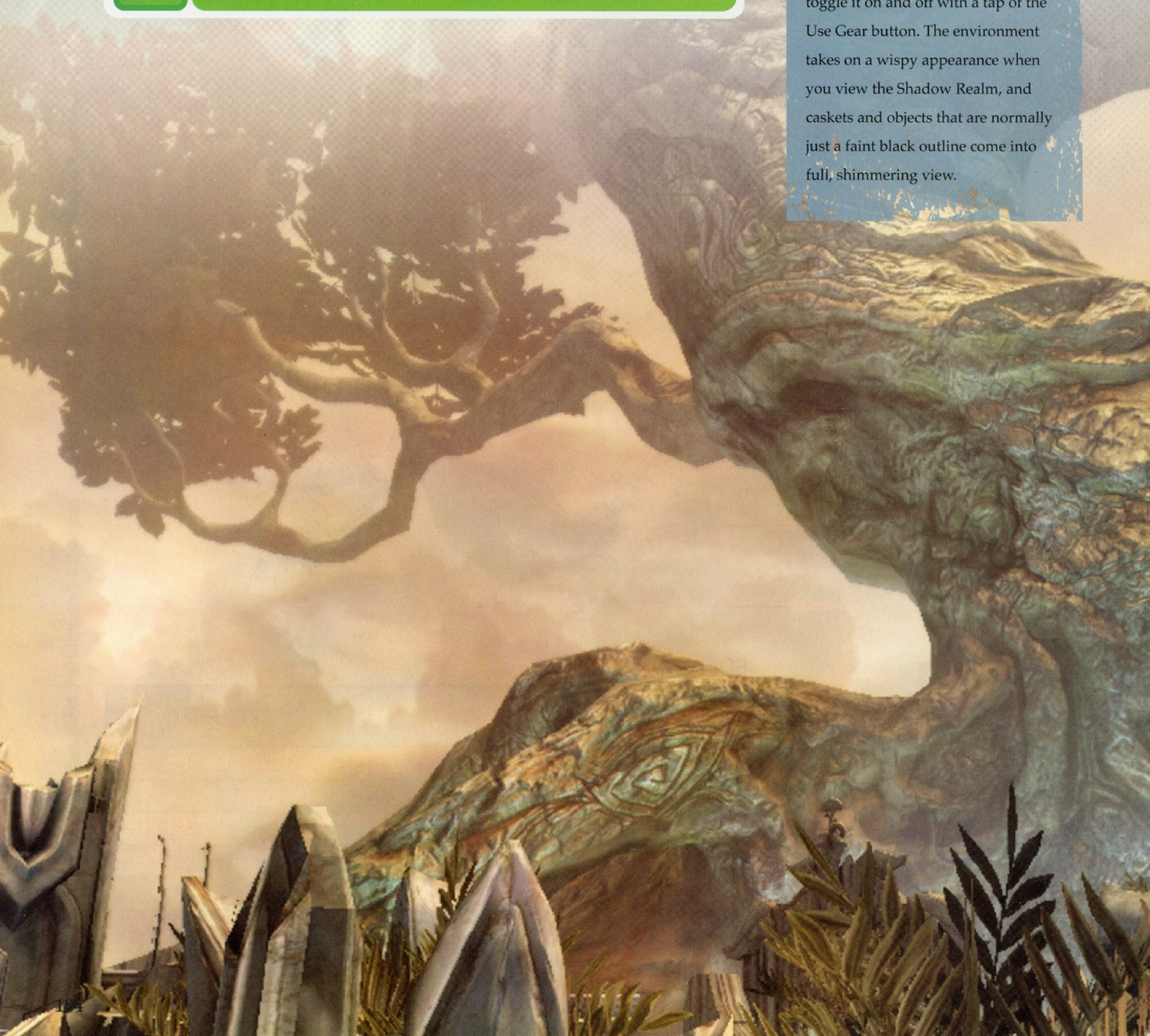
Proceed up the trail to the caskets containing Wrath and Health, and meet Azrael on the circular platform up ahead. Azrael informs you that the only way you can continue is to face the version of you that lies with the Shadow Realm. Azrael hands over the **Mask of Shadows**. This piece of gear allows you to view objects, caskets, enemies, and landscapes that exist only in the Shadow Realm.

SIGHT BEYOND SIGHT

Azrael hands War the Mask of Shadows upon his arrival in Eden. War can use this device to view the Shadow Realm and spot caskets and objects that would be otherwise invisible.

New Gear!
Mask of Shadows

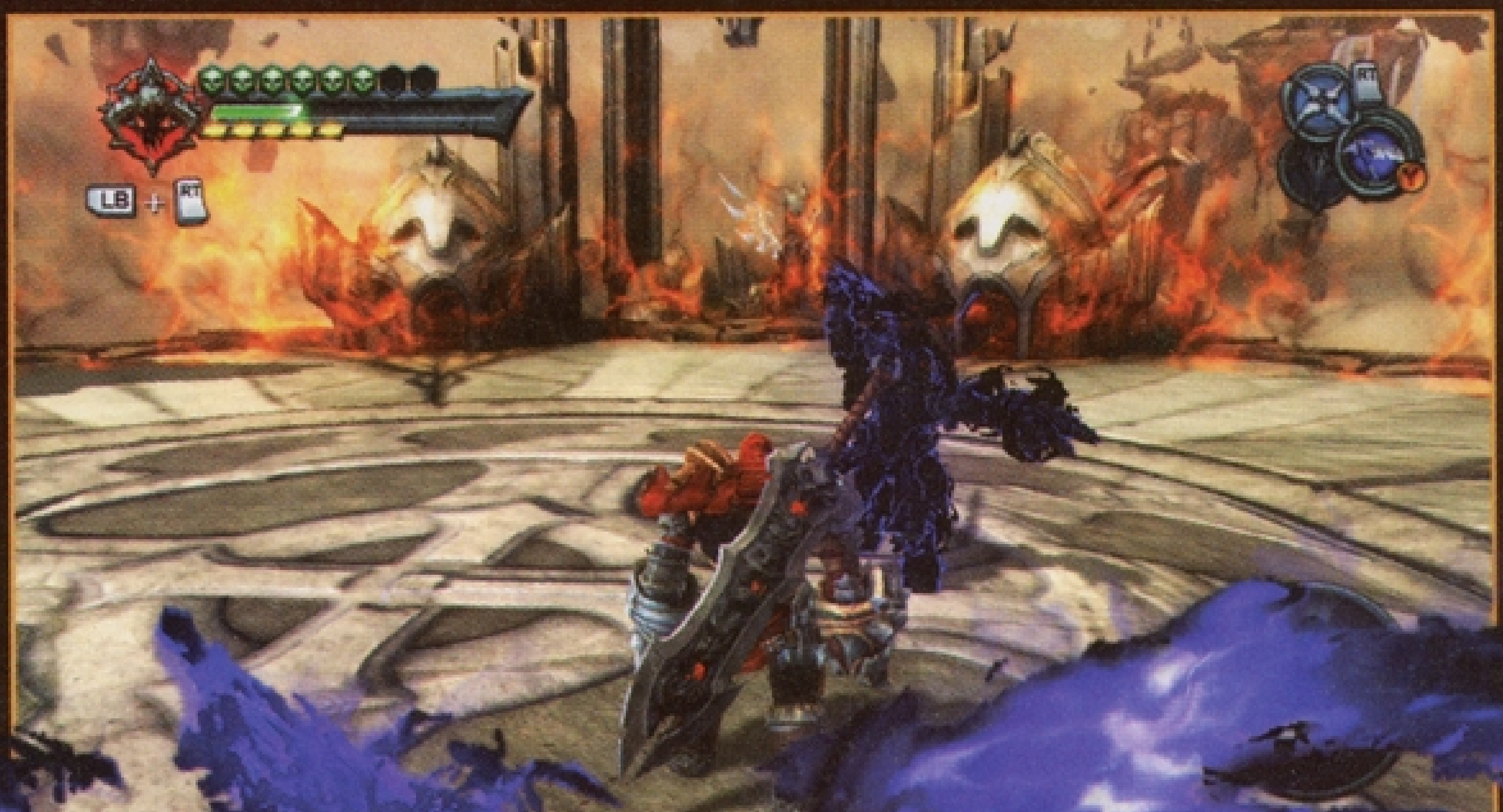
Equip the Mask of Shadows and toggle it on and off with a tap of the Use Gear button. The environment takes on a wispy appearance when you view the Shadow Realm, and caskets and objects that are normally just a faint black outline come into full, shimmering view.



Shadow War

Activate the Mask of Shadows and launch into battle against a shadowy version of War. Shadow War wields a Chaoseater and Crossblade, just like you, and he even possesses many of the same attacks. Shadow War primarily attacks using various sword slashes, but he mixes in the occasional Demon's Edge, Flipsaw, and Harpoon Tackle attack. He also throws the Crossblade when he gets a chance.

Activate Stoneskin for added armor and take a defensive stance. Work on timing Shadow War's attacks, and Counter Block as many as you can. Mix in an occasional Blade Geyser or Scythe attack to whittle him down, but refuse to trigger Chaos Form until Shadow War activates his Shadow Chaos form. At that point, immediately leap into Chaos Form and slash at Shadow War until Shadow Chaos falls victim to the real thing. It should take only a few overhand slashes with the fiery Chaoseater!

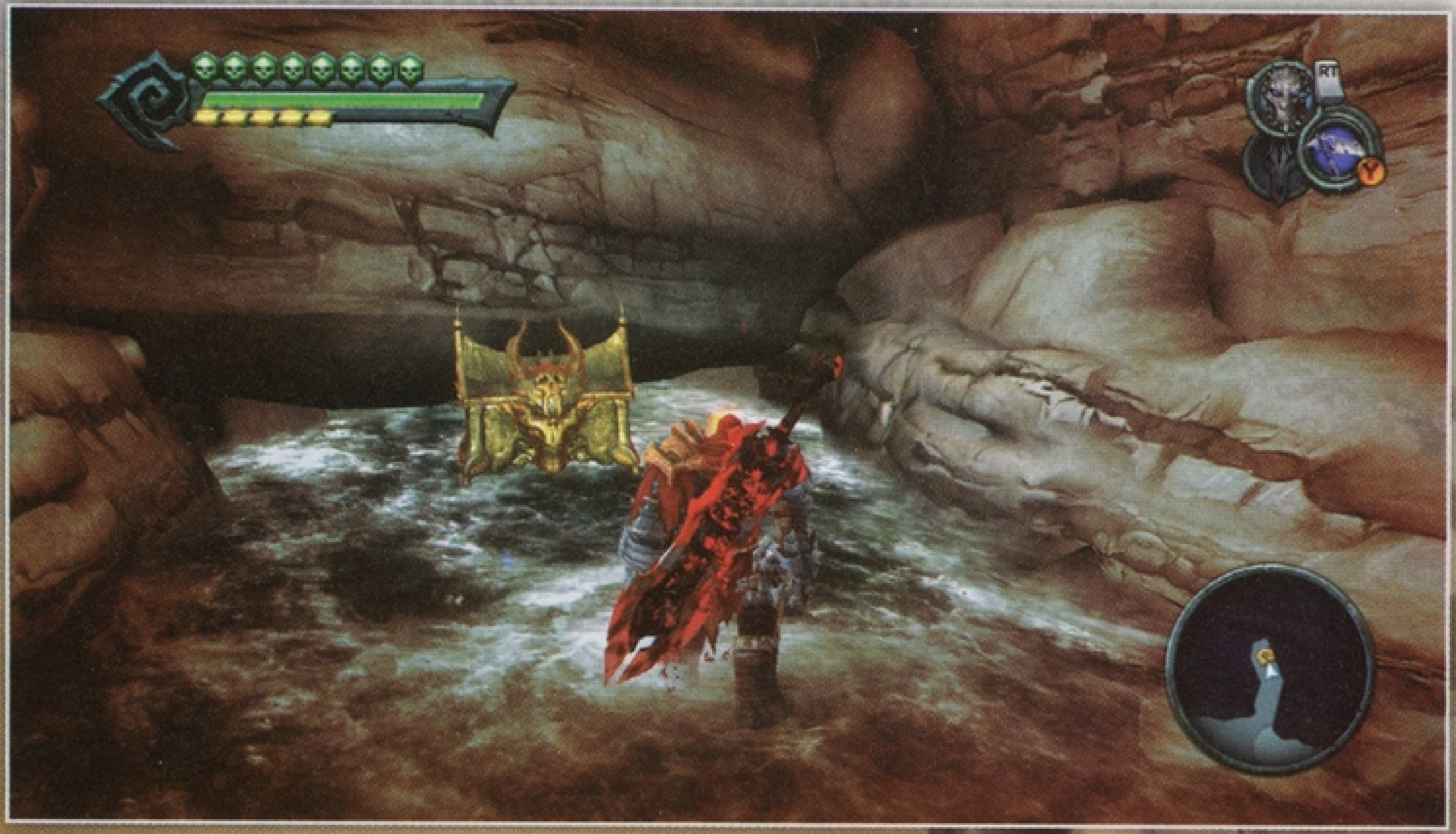


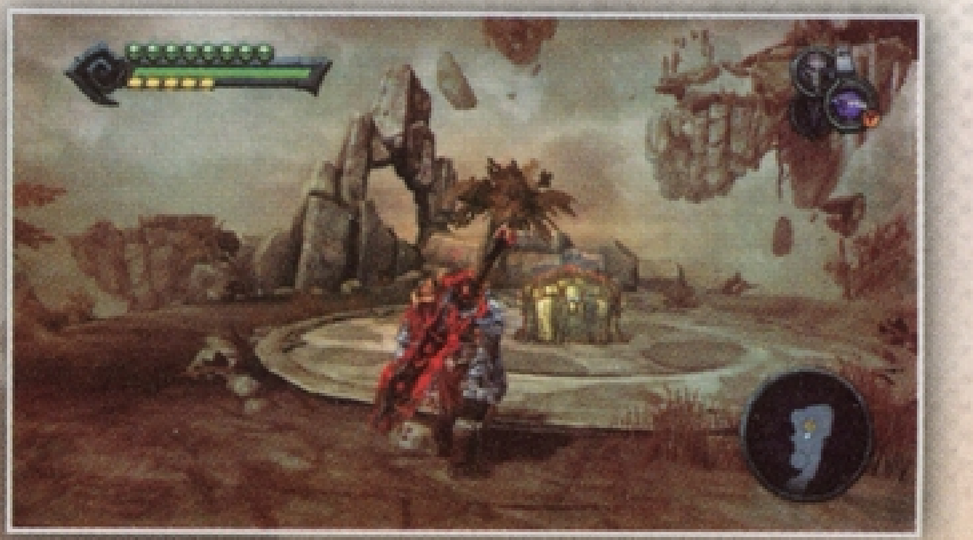
Commune with the Tree!

Use the Mask of Shadows to cross the bridge that you otherwise can't see, and descend from the rocks into the river on the right. Don't worry about the current—you won't be swept over the falls! Take a minute to seek the caskets in this area. Be sure to find the **Abyssal Armor Piece** in the casket in the northeast corner behind the waterfall. Ascend the stone steps to the top, and leap off to the clearing on the left. Duck under the staircase to find a well-hidden casket containing a **Wrath Shard.** This Wrath Shard should give you a sixth complete Wrath Core.

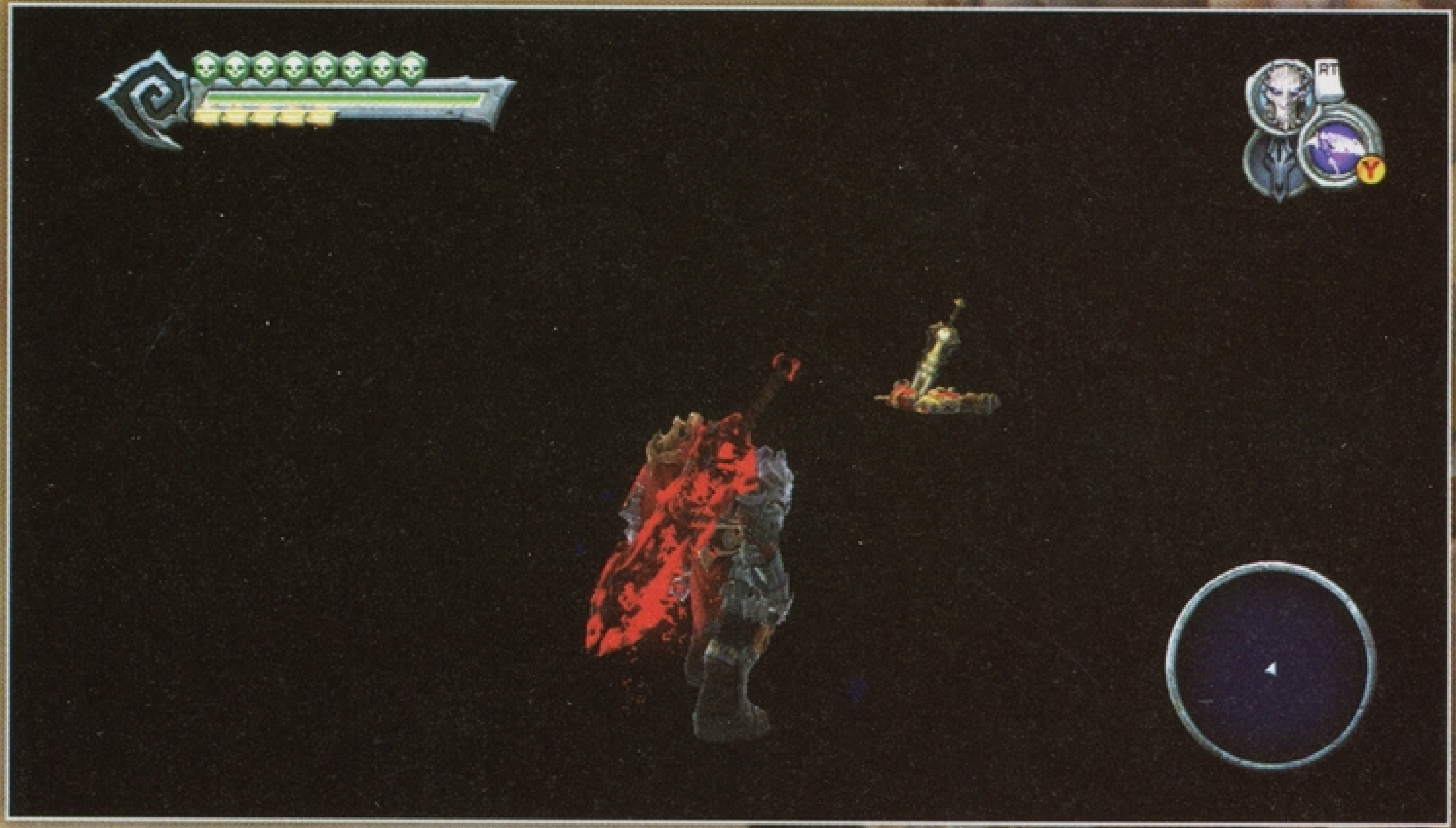
Your First Shadow Casket

Don't cross the shadow bridge just yet! First, return down the path to the starting point and use the Mask of Shadows to locate the casket with 250 Souls. Caskets show up covered in gold in the Shadow Realm





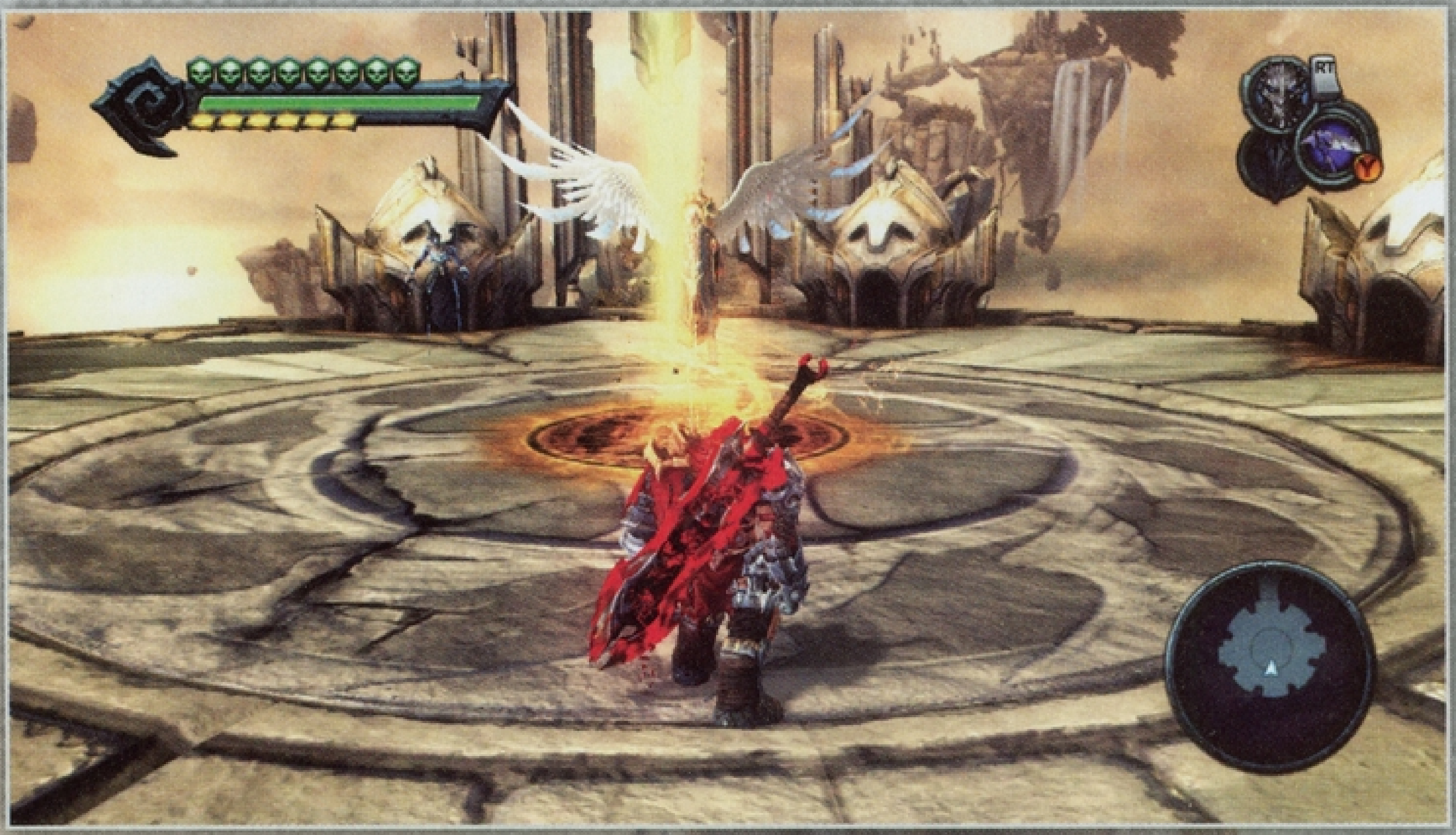
Continue up the stairs, and step into the light in front of the Great Tree to witness a vision of the events that took place to unleash the Apocalypse. Step forward in the vision and take the blade you see.

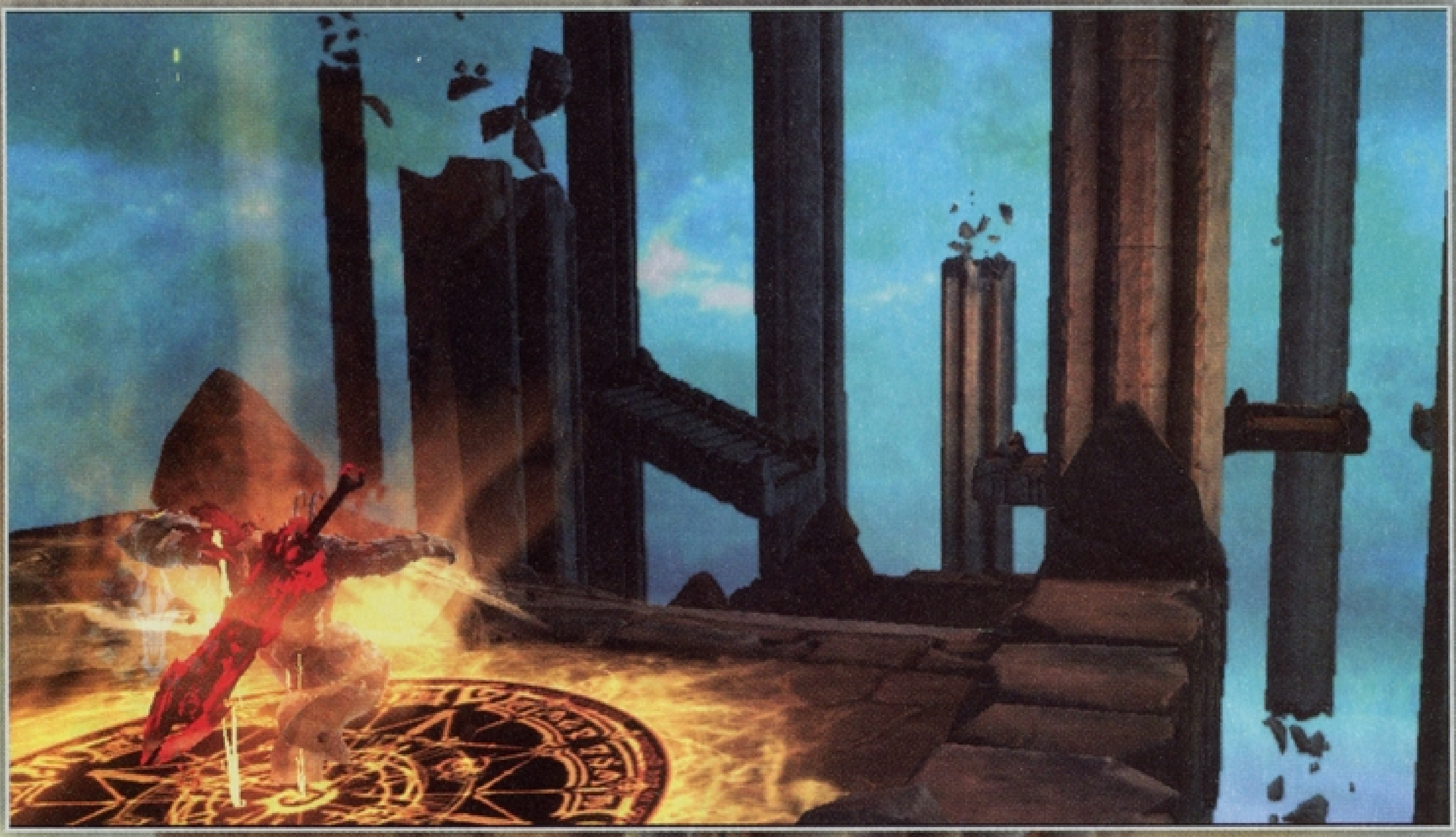


Return to Azrael

Descend the stairs and cross the bridge back to Azrael and the Watcher. You report what you were shown, and Azrael confirms the recollection. Azrael is prepared to help you go after the Destroyer, and he creates a portal for you to use when you're ready. Enter the light and navigate the short path within the Serpent Hole to a distant platform in The Ashlands, above the area where you fought the Stygian.

Azrael explains your task once you make it through the Serpent Hole. Needless to say, it won't be easy!





THE DESTROYER

Azrael helps War understand the significance of the vision he was shown and tells him about the Armageddon Blade. The sword is the only weapon powerful enough to slay the Destroyer, but it has been scattered across the Shadow Realm's far reaches. War must find the seven shards and bring them to Ulthane in hope that he can reforge the fabled sword. Only then can War seek his revenge...

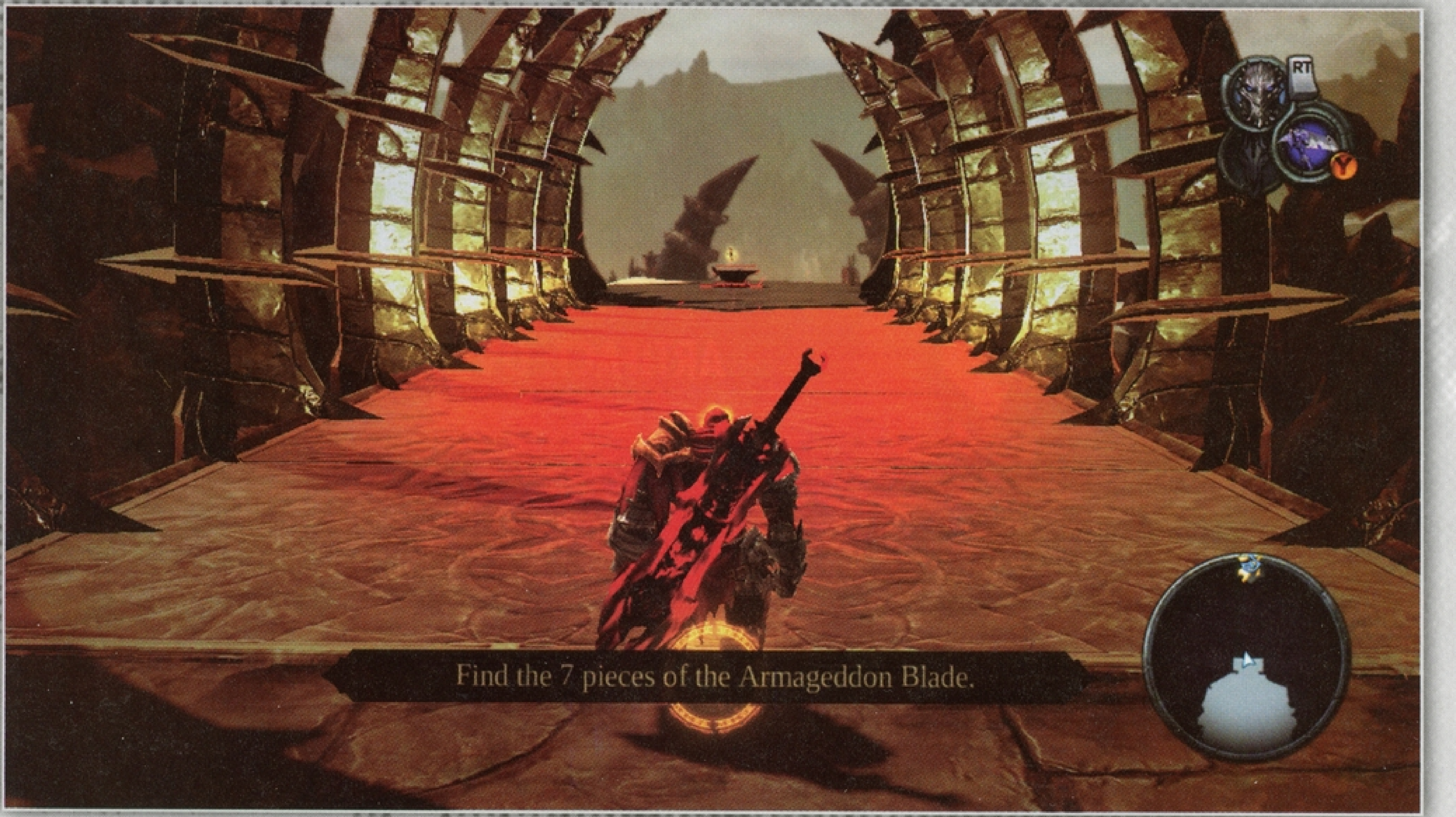
The Ashlands

Find the Seven Pieces of the Armageddon Blade

One Final Treasure Hunt

This chapter guides you to each of the seven Armageddon Blade Shards, and it highlights many of the Artifacts and caskets that you were unable to reach during your initial visits to these areas. You may wish to follow along with the maps and tables contained in the previous chapters for extra help. Also, now that you have Fury's Embrace, all of the outstanding treasure should appear on the in-game mini-map and map screen.

Activate the Mask of Shadows and cross the otherwise invisible bridge to the anvil straight ahead. The first **Armageddon Blade Shard** rests on this anvil. Collect the item and drop down into the ashen field where you fought the Stygian.



Find the Six Remaining Armageddon Blade Pieces

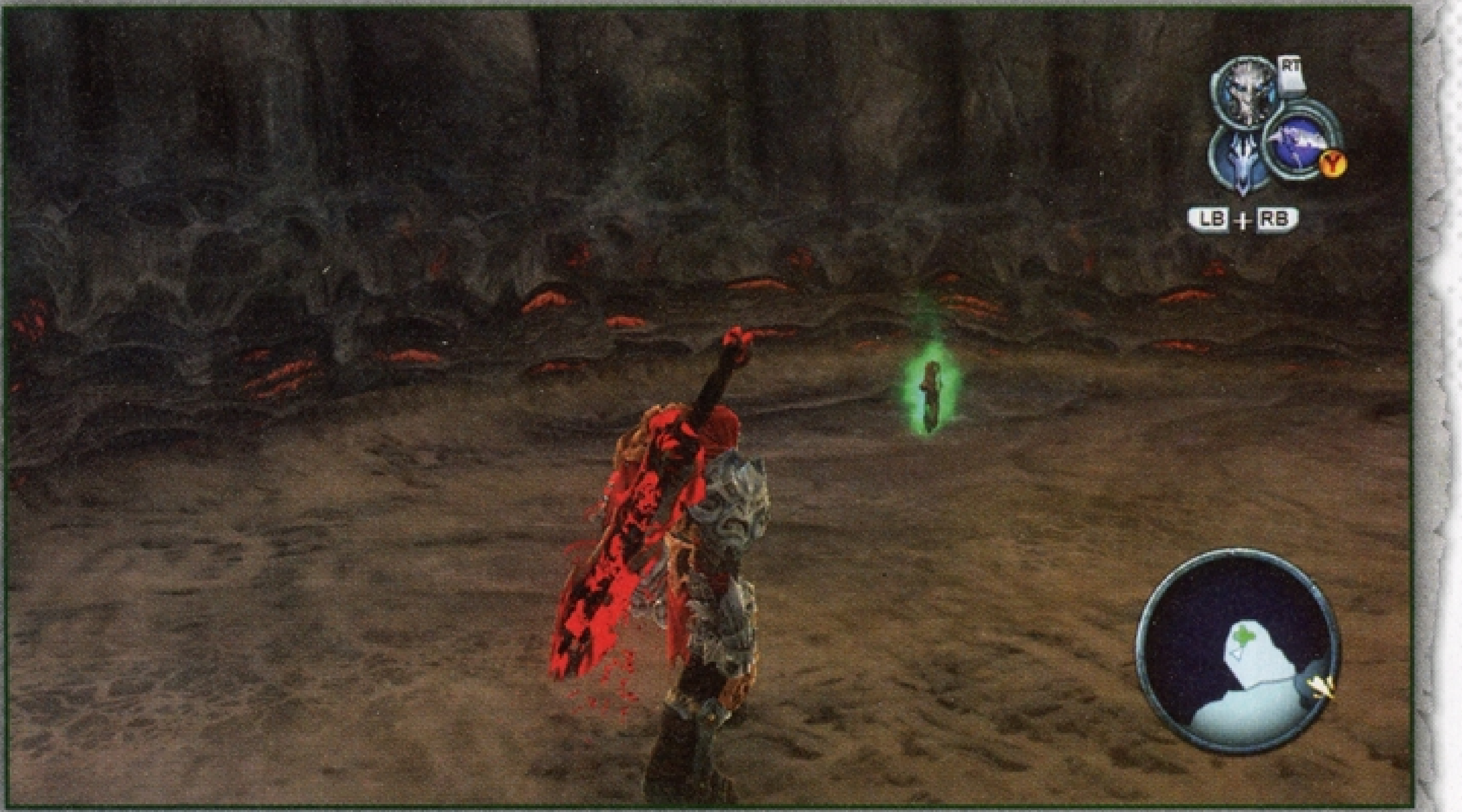
Ride Ruin across the plain of Leviathan's Drift. Use the Vulgrim location in the cave up ahead to travel to the other side of the Ashlands. Spend the thousands of Souls that you have no doubt acquired to purchase the other Wrath Powers, to upgrade the Devil's Cross attack, and to buy at least one or two Greater Life Essence and Greater Rage items.

Steer Ruin across the plain, to the cliffs beyond the first drilling tower. Activate the Mask of Shadows to find a Shadow Current in the ash. Ride it up to the cliffs above. Use the Abyssal Chain to cross the gap and approach the drill tower. Continue using the Abyssal Chain to reach the drilling tower's upper level, and collect the ninth **Abyssal Armor Piece**.

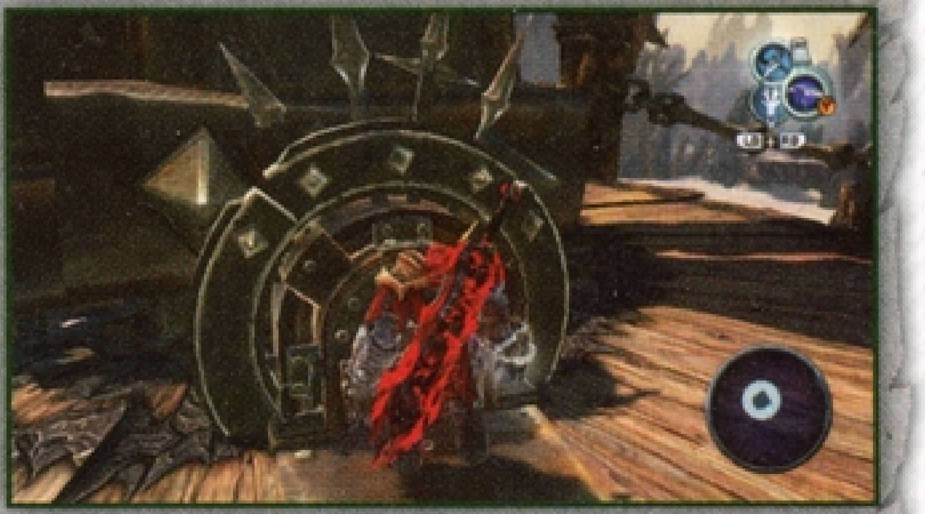
Climb the rocks to the right of the Goremaws. Then use the Abyssal Chain to swing across to the road surface. Slay the Grappleclaw and Goreclaws that appear, and collect the **Strife's Offering Enhancement**.

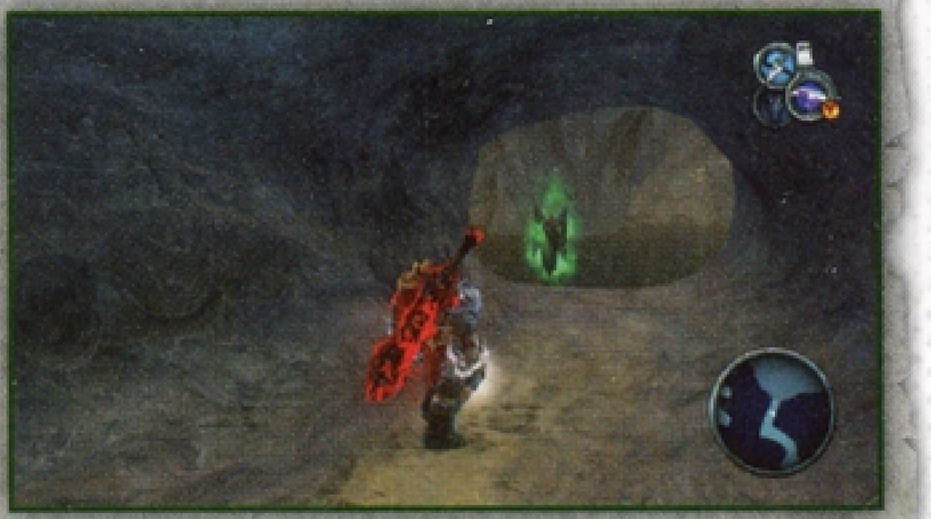
ARTIFACT: SOLDIER

Locate the Shadow Current behind the cliffs near the first drill tower. Fly up, onto the ledge above. Climb the Demonic Growth on the left to find this **Artifact** high on the mountainside.



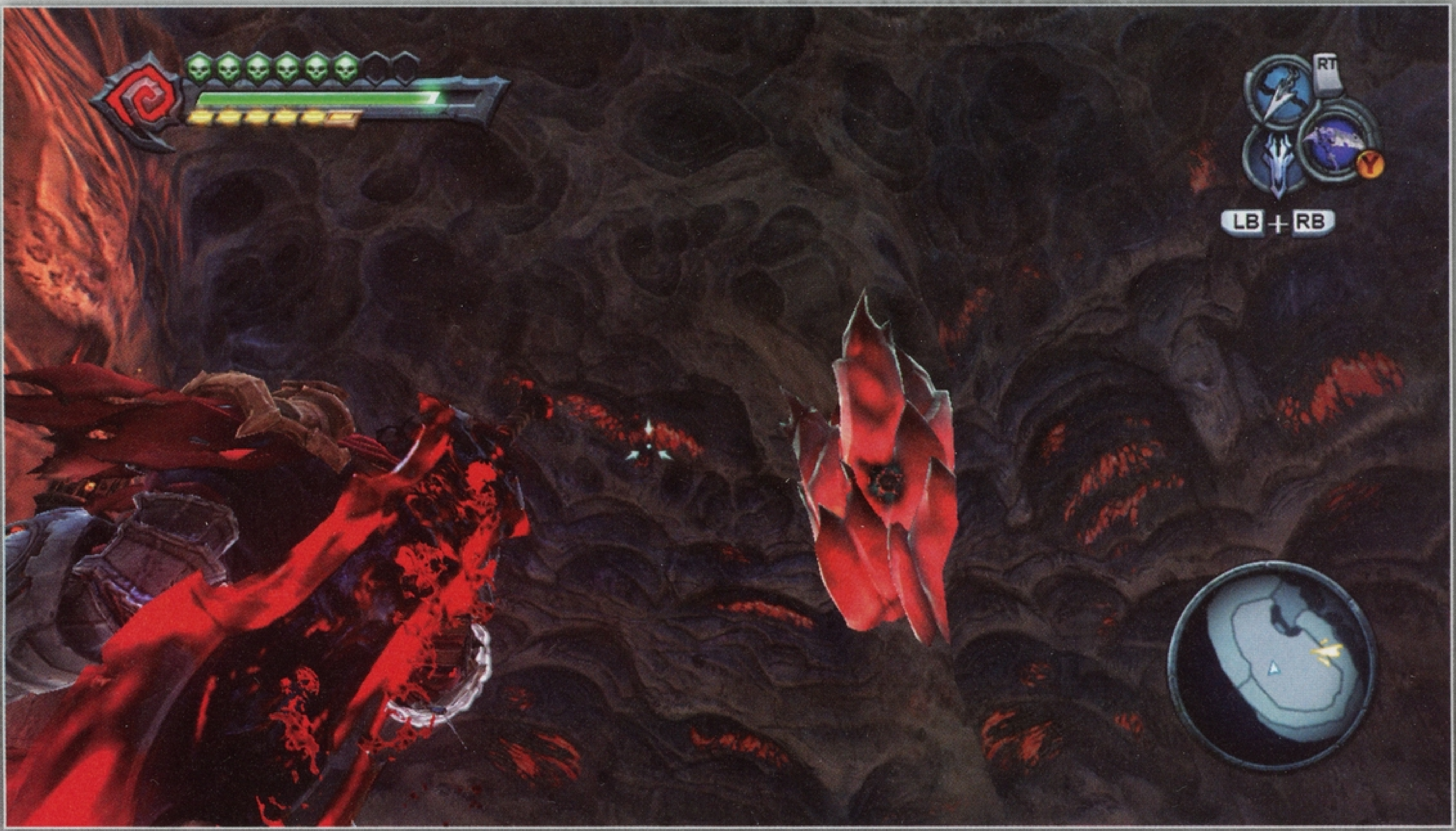
ARTIFACT: OVERLORD





You likely spotted this Artifact the first time you leapt through the hole under the third drilling rig, but couldn't reach it. Well, the time has come! Return to the fourth drilling rig and lower the Chronosphere to the tower's middle level. Cross the inside of the tower to the outer walkway, and climb the Demonic Growth to the uppermost walkway. Use the Abyssal Chain to grapple from the Blue Chain point that appears, and swing onto the fourth tower's roof. Turn the crank on the machinery to extract the drill shaft from the fourth drill hole. Leap through it to enter the underground tunnel via a secret entrance. The **Artifact** is around the corner.

With all of the other treasures finally collected, it's time to get the next Armageddon Blade Shard. Ride Ruin to the main ash field's southwest corner, and look to the cliffs for a large growth of red crystals. Dismount Ruin and leap in midair to grab the wooden beams. Hop up onto the spiraling walkway and head to the left, downhill, into the cave. Activate the Mask of Shadows and use the Abyssal Chain to grab one of the firebombs that appear. Throw it at the red crystals, switch to the Crossblade, and use the torch to detonate the firebomb. Follow the spiraling path upward around the cave to the **Armageddon Blade Shard** on the upper ledge.

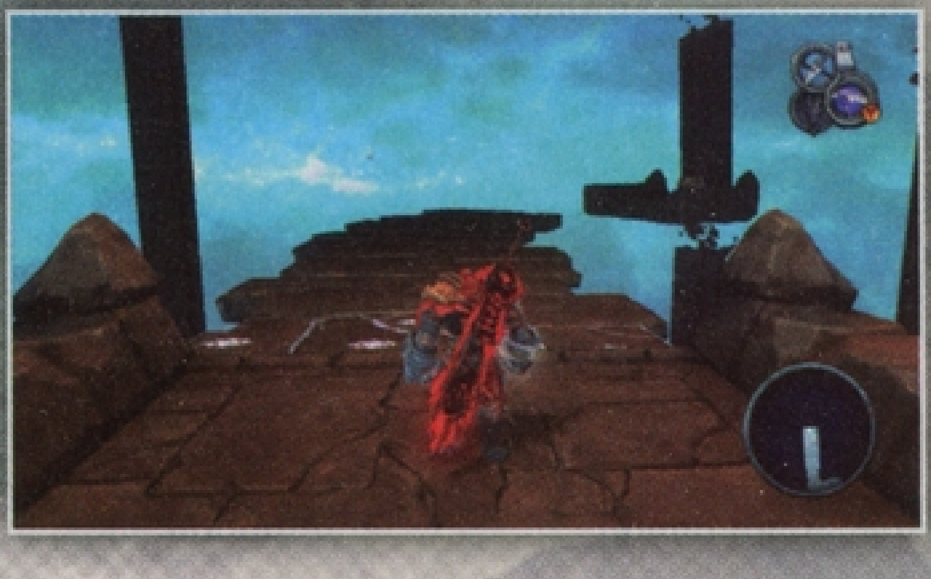


Dry Road

Find the Five Remaining Armageddon Blade Pieces

Serpent Hole Casket

A casket is on the curving walkway that appears behind the starting point on the Serpent Hole that leads to Dry Road. To find another **Wrath Shard**, turn around at the start and follow the walkway as it materializes.



Stock up on restorative items from Vulgrim, save your progress, leap across the gap to the Demonic Growth at Dry Road, and climb up. You're about to find out that you're not alone in this place.

Uriel

URIEL'S ATTACKS

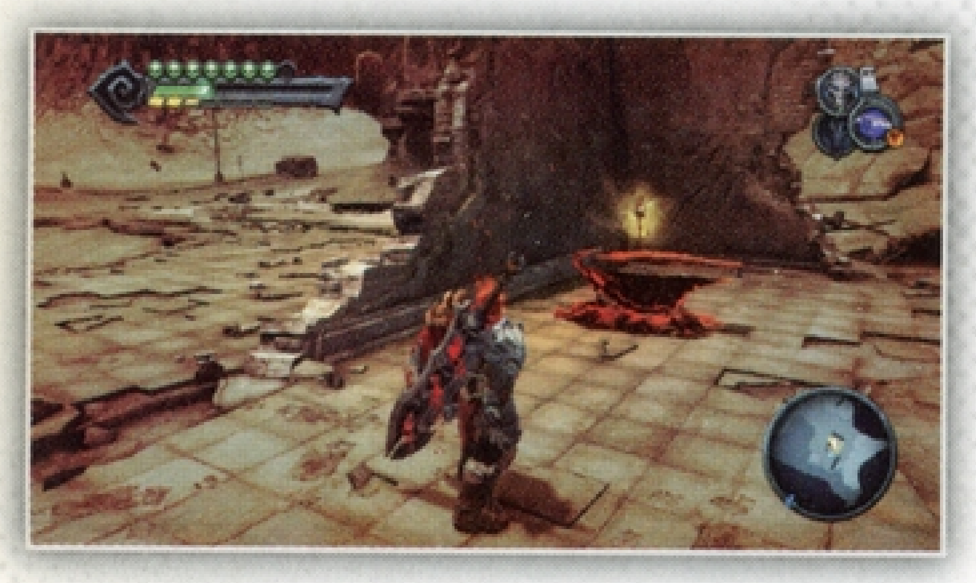
ATTACK	DEFENSE
Bladestorm	Uriel's most potent attack rains down dozens of electrified Crystal Blades from the sky. Keep moving and try to run perpendicular to Uriel as much as possible.
Blade Slash	Uriel glows blue and performs two quick sword slashes that send arcs of energy toward you. Dash left or right to avoid these attacks while you maintain a safe distance.
Electric Slam	After suffering a critical hit, Uriel leaps high into the air and slams the ground three times, creating a massive electric shockwave with each strike. Stay as far away as possible, then rush to attack while she recovers.

This battle against Uriel is one of the toughest you experience in your quest to clear War's name. Uriel is far stronger and has many more attacks up her wings than she did when you first saw her at Anvil's Ford. Activate Stoneskin, monitor how much Wrath is left, and use Rage or Greater Rage to replenish the meter as necessary.

Uriel attacks primarily with her sword at first. Use this opportunity to Block Counter her attacks and strike for several quick combos. Activate Chaos Form as soon as possible to tilt the battle in your favor early. The fight gets much tougher, so take advantage of Uriel's slow start. She does her best to move around and attack quickly, but you can counter her speed by using the Abyssal Chain to pull yourself close to her. Leap and perform a Flipsaw attack once you're next to her.

Uriel charges herself with energy and glows blue prior to one of her two main power attacks. Stay clear of her when she turns blue, and watch for her to trigger either her Bladestorm attack or the Electric Slam. Start running back and forth in exaggerated zigzags to dodge the Bladestorm. Then move in for the attack as soon as the swords stop falling. You can avoid the Electric Slam by simply staying away from her until the third shockwave dissipates—then rush in and attack!

Your best opportunity to deliver a critical hit to Uriel comes immediately after her projectile attack. Stand back and dodge the two arcing sword slashes that fly across the area, and then turn to face her. Uriel launches herself through the air toward you. Move toward her and press the Action button to grab her out of the air and deliver a hearty punch to her head. Continue to attack with Block Counters and Flipsaw attacks after each of her other attacks, but look for this opening to grab and punch her out of the air. It's the key to victory!



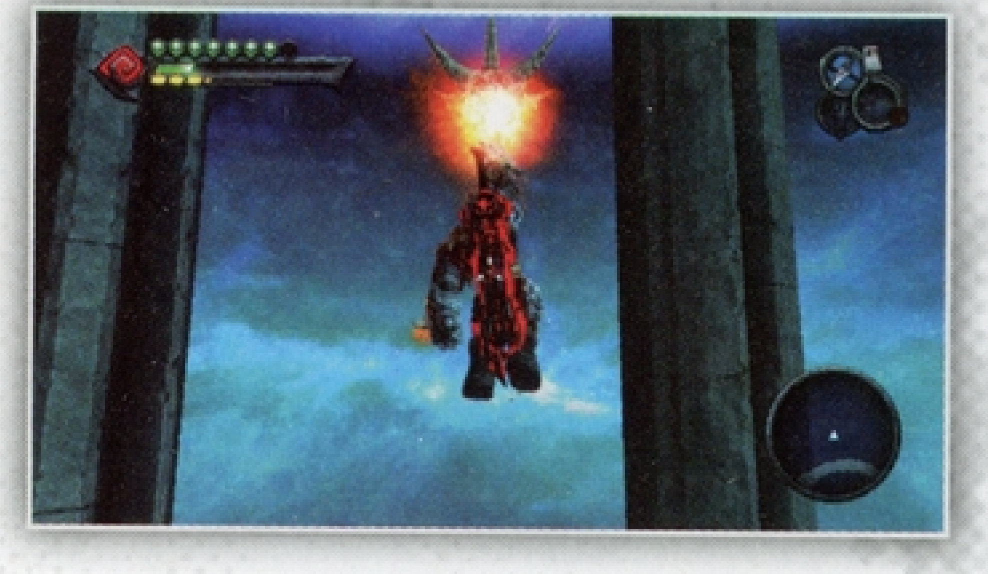
Climb the crumbled ledges on Dry Road's south side, and use the Mask of Shadows to find the casket containing the **Lifestone Shard**. Loop around to the ruined building in the southwest corner, and use Mask of Shadows to find the third **Armageddon Blade Shard**.

Drowned Pass

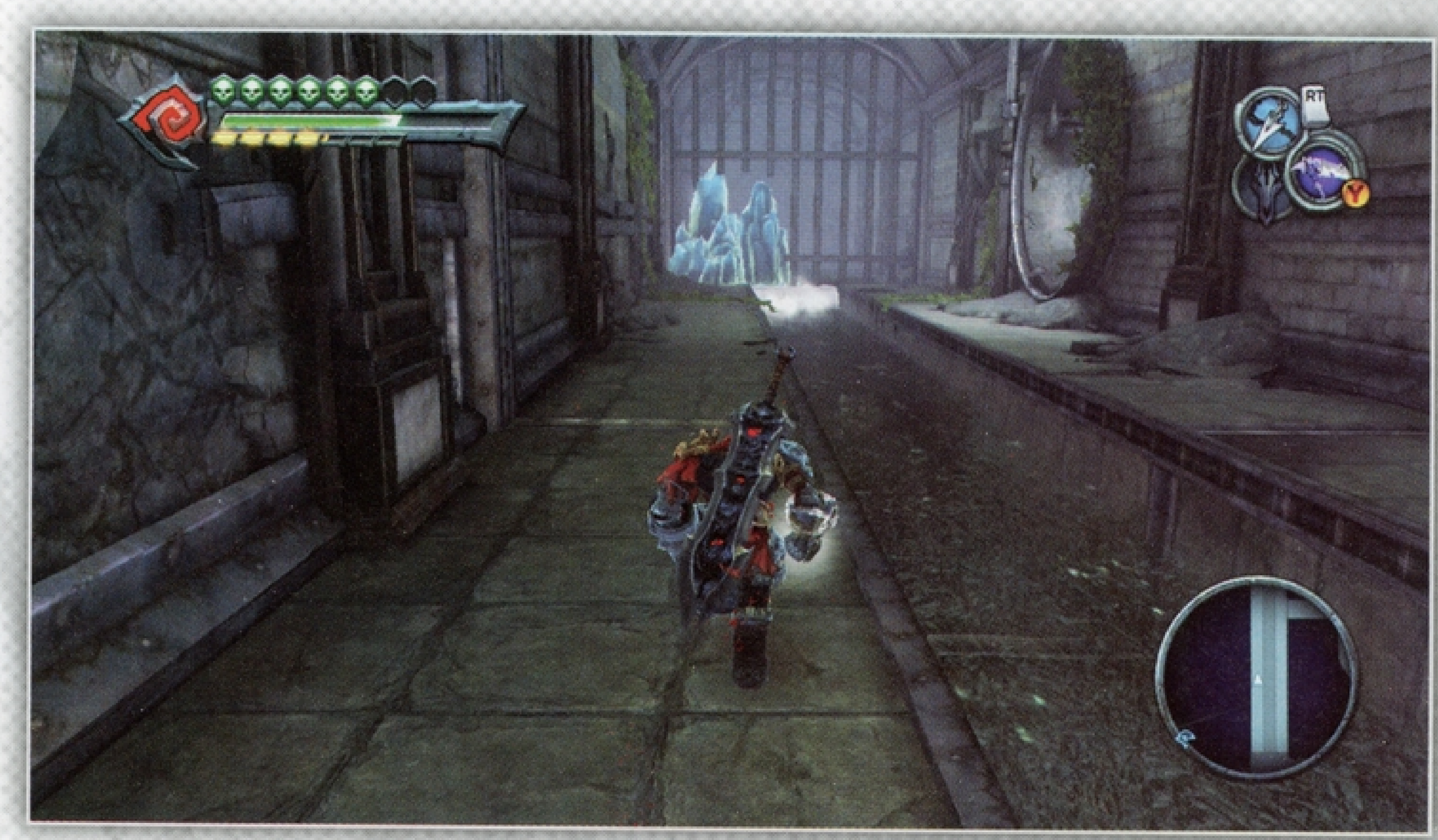
Find the Four Remaining Armageddon Blade Pieces

A Hollow Diversion

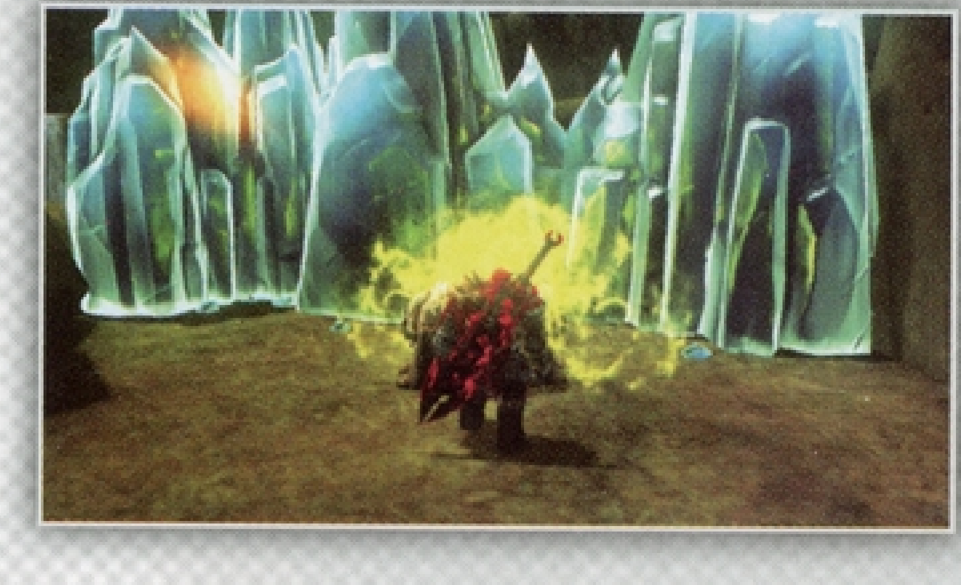
Take a short side trip to The Hollows after you leave Dry Road. Round the second half of the curving walkway in the Serpent Hole that leads there. Use the Abyssal Chain to grapple to the tiny ledge in the distance. It contains a casket with another **Wrath Shard** in it.



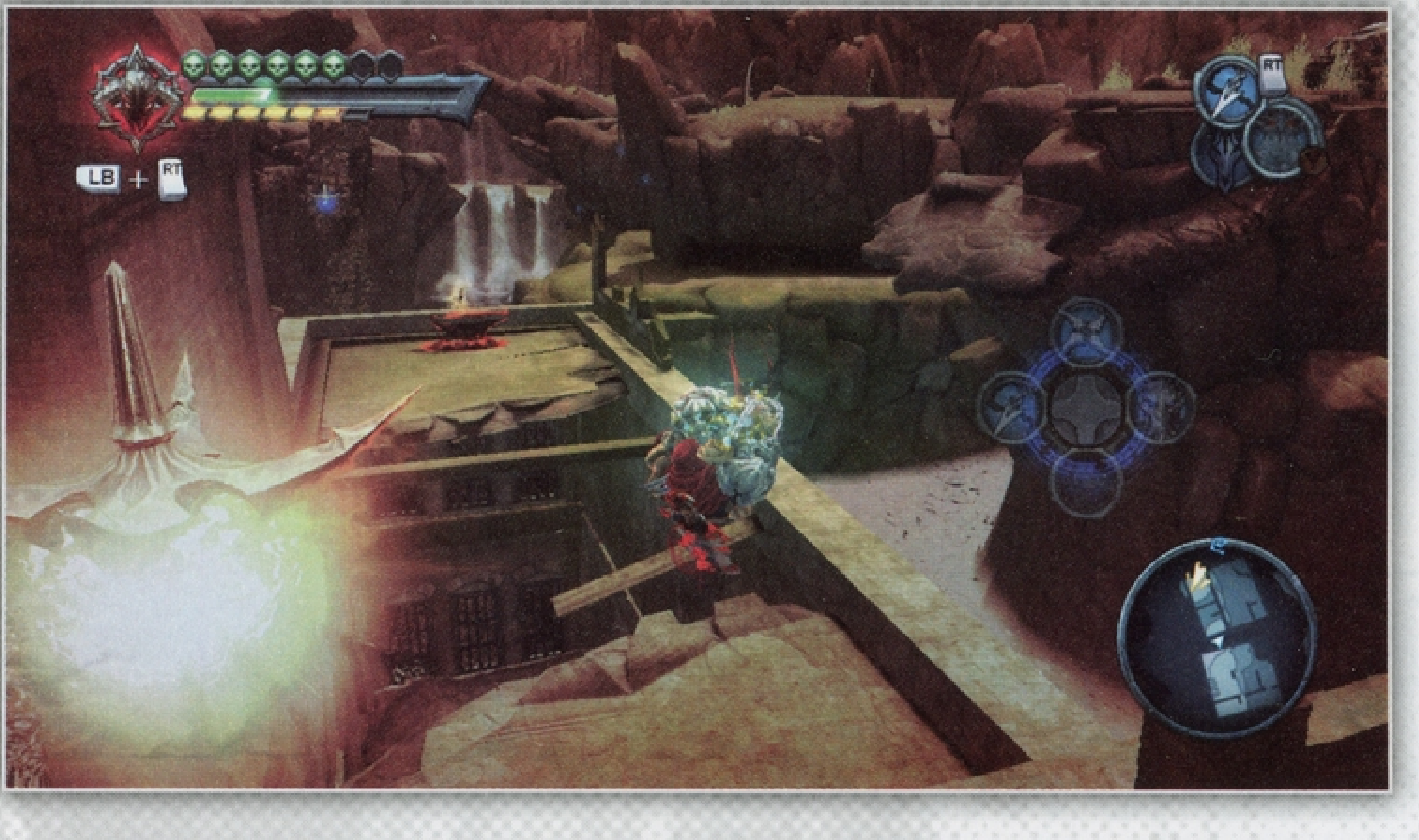
Because there aren't any Vulgrim locations in The Hollows, the Serpent Hole that leads there actually drops you off in the transitional area between Anvil's Ford and Drowned Pass. Exit the cave with Vulgrim and turn to the right. Climb and swim back through the cave toward Drowned Pass, and use the Tremor Gauntlet to smash the blue crystals near the exit. Continue through the tunnel to the casket on the left to find yet another well-hidden **Wrath Shard**.

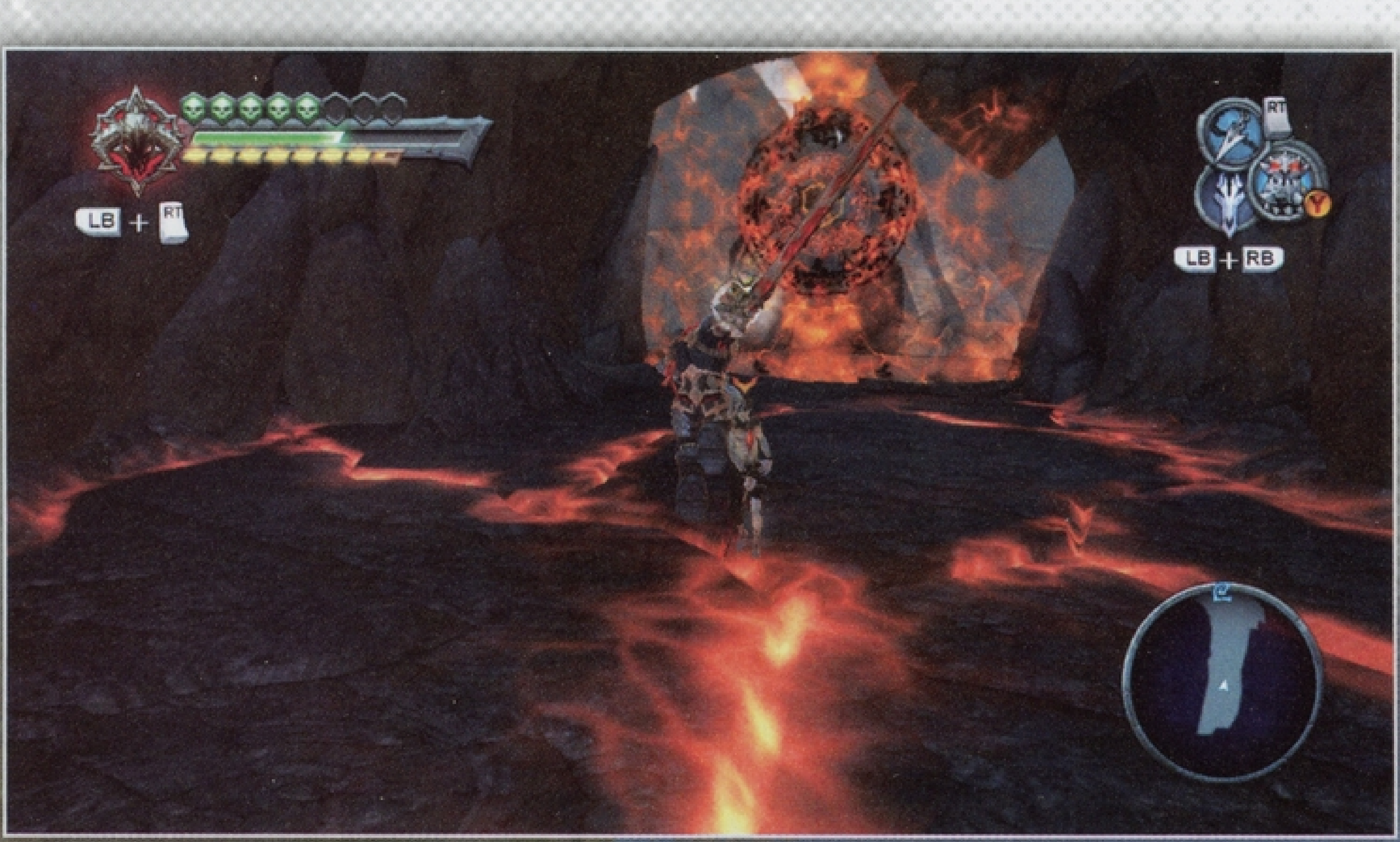


Back at Drowned Pass, swim north past the flooded buildings, and enter the cave in the northwest corner. Follow the curving passage up the slope, and use the Tremor Gauntlet to find the casket with the **Wrath Shard** in it. This should give you another complete Wrath Core. Break the second wall of blue crystals, and use the Abyssal Chain to reach the nearby ledge; a casket there yields some Souls.



Climb the stairs to the building's upper roof where the Shadow Arena portal was located earlier. Activate the Mask of Shadows and grapple to the Red Chain point in the air above the roof. Leap and glide over to the adjacent building's roof, and tiptoe along the ledge to collect the next **Armageddon Blade Shard**.

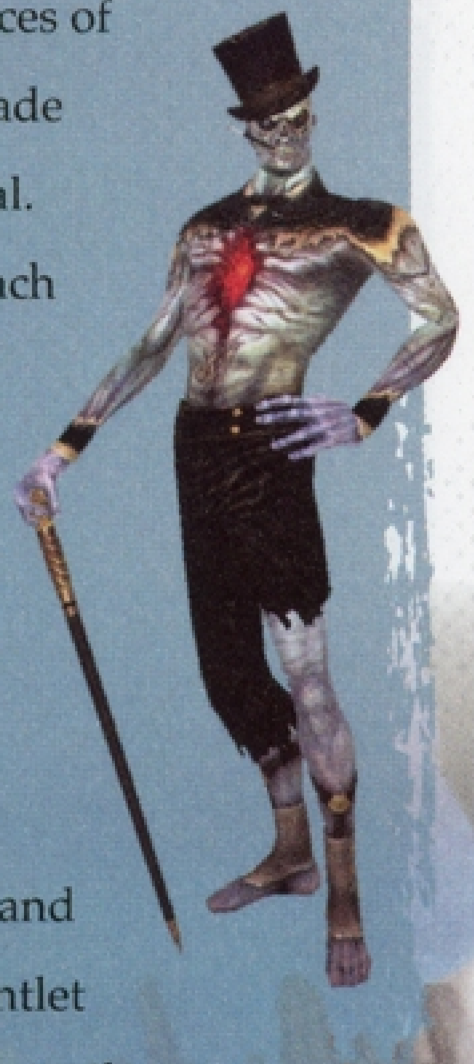




Wicked K in the Cave!

In the southeast corner of Drowned Pass, return to the cave at the end of the drain pipe to find a Wicked K. Stand before the Wicked K and use a Block Counter as soon as he taps the ground to make his magic top hat appear. The only way to defeat the Wicked K is by timing the Block Counter technique.

Wicked K at the Cathedral!



There aren't any pieces of the Armageddon Blade at Twilight Cathedral. But you can now reach a few previously inaccessible caskets and Souls outside the Cathedral. Take the Serpent Hole to Twilight Cathedral, and use the Tremor Gauntlet and Abyssal Chain to gather the Souls north of the entrance. Use the Abyssal Chain to reach the ledge across the lava, and enter the cave at the very end to find an elusive Wicked K! Upgrade the Devil's Cross attack to inflict even more damage with your counterattack!

Broken Stair

Find the Three Remaining Armageddon Blade Pieces

Take the Serpent Hole to the Broken Stair, and exit the cave to the street outside the building near the elevated highway. Use the Abyssal Chain and Flipsaw against the Storm Wardens that attack. Make your way back through the area to the building's roof where you mounted the Angelic Beast so many hours ago.

Take a few moments outside to kill as many Angel Soldiers as you can stomach. This helps you afford more items from Vulgrim. Now head inside. Climb the stairs past where the Beholder Door was located, and continue to the roof to find the next **Armageddon Blade Shard**.

Choking Grounds

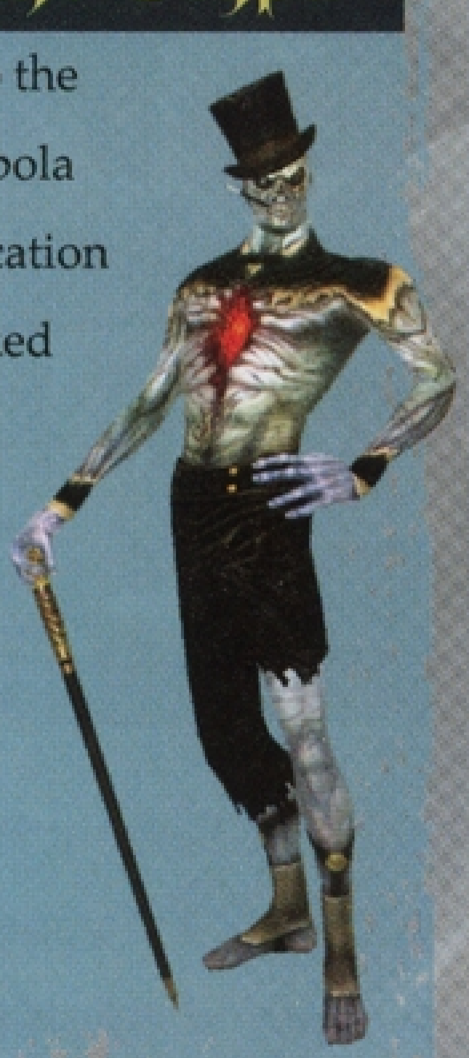
Find the Two Remaining Armageddon Blade Pieces

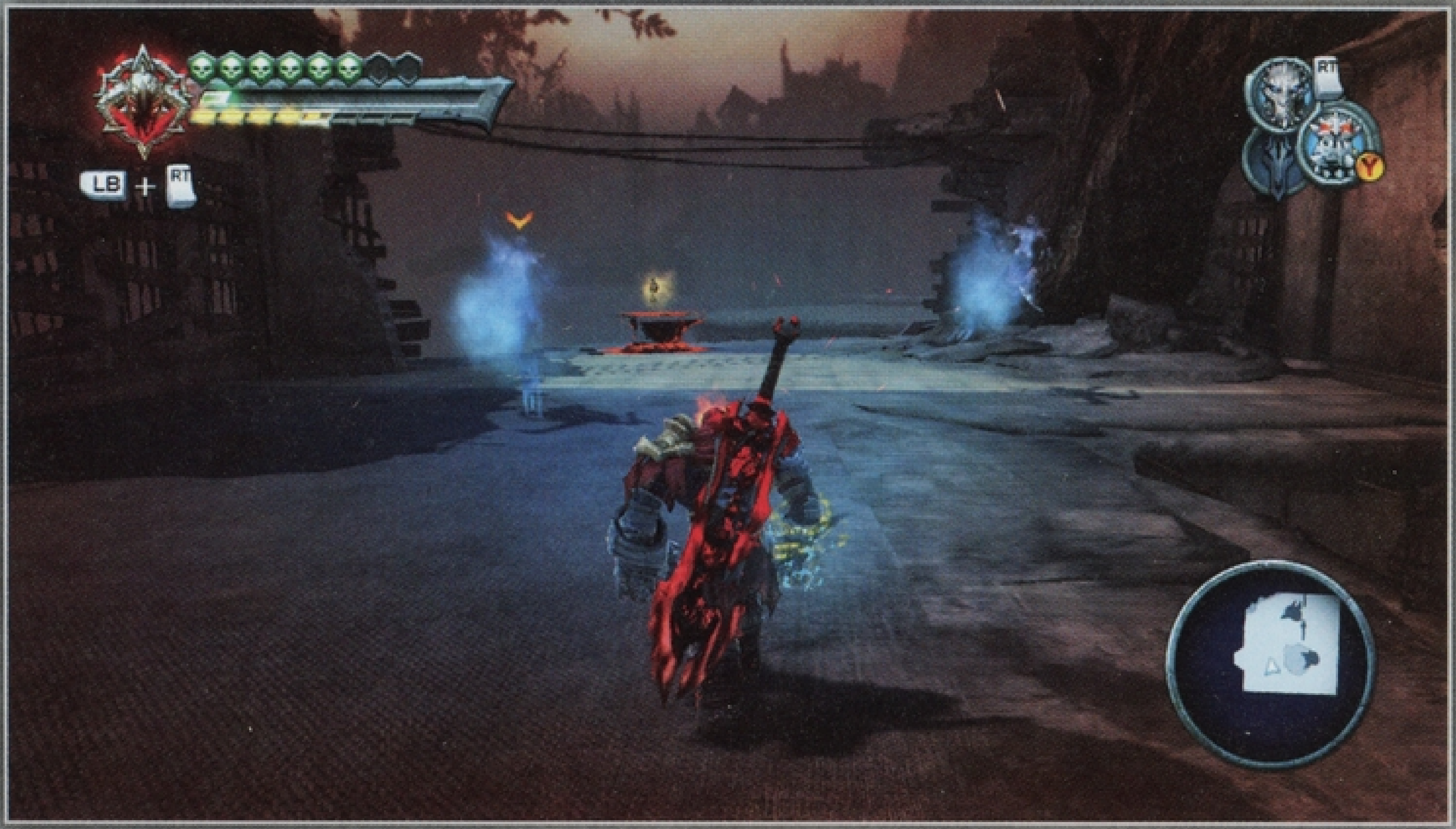
All of the Choking Grounds' outstanding treasure is in the multistory building to the left of the Tormented Gate's former location. Proceed to the street to the north. Ride Ruin down the road, past the hordes of Undead Lords and Shield Lords, and then enter the cave on the left.

Use the Crossblade to detonate the firebombs at the red crystals on the building's second floor. Then climb the Demonic Growth to the third floor. Locate the caskets containing the Souls and **Lifestone Shard,** the latter of which requires the Tremor Gauntlet to reach. Equip the Abyssal Chain and grapple to the Demonic Growth on the fourth floor. Fight past the Shield Lord to the casket containing the **Empty Vessel**. Don the Mask of Shadows and ride the Shadow Current up to the roof, where the sixth **Armageddon Blade Shard** is located.

Wicked K in the Crypt!

Descend the steps to the crypt nearest the cupola with the Vulgrim location to find another Wicked K. Use the Devil's Cross to counter his attacks repeatedly until you achieve victory.

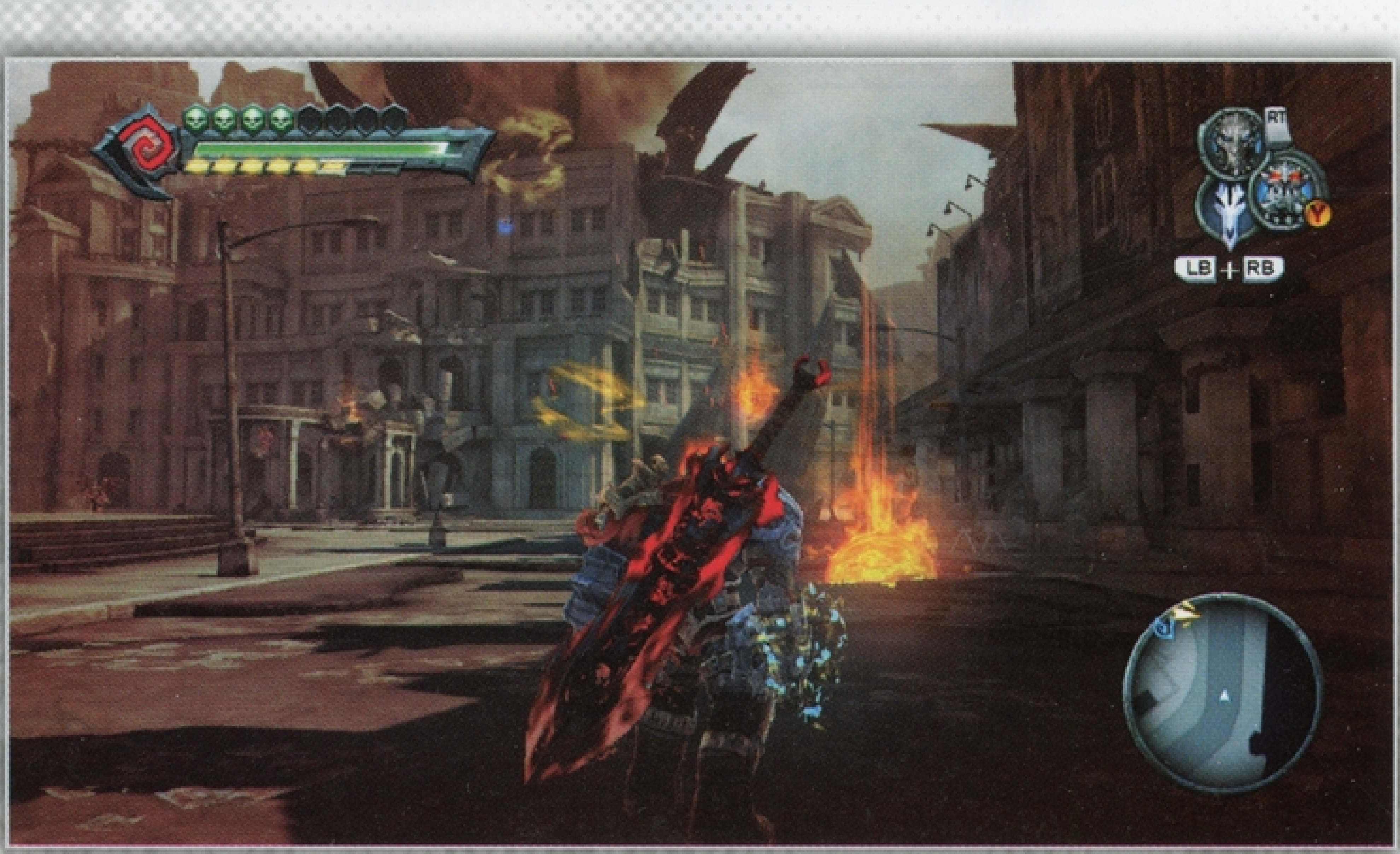




The Crossroads

Find the Last Remaining Armageddon Blade Piece

Previously, you couldn't reach one of the caskets here. And, because it contains a weapon enhancement, this is a fine time to get it! Follow the road left of the Library, and use the Tremor Gauntlet to find the **Hellfire Enhancement**.



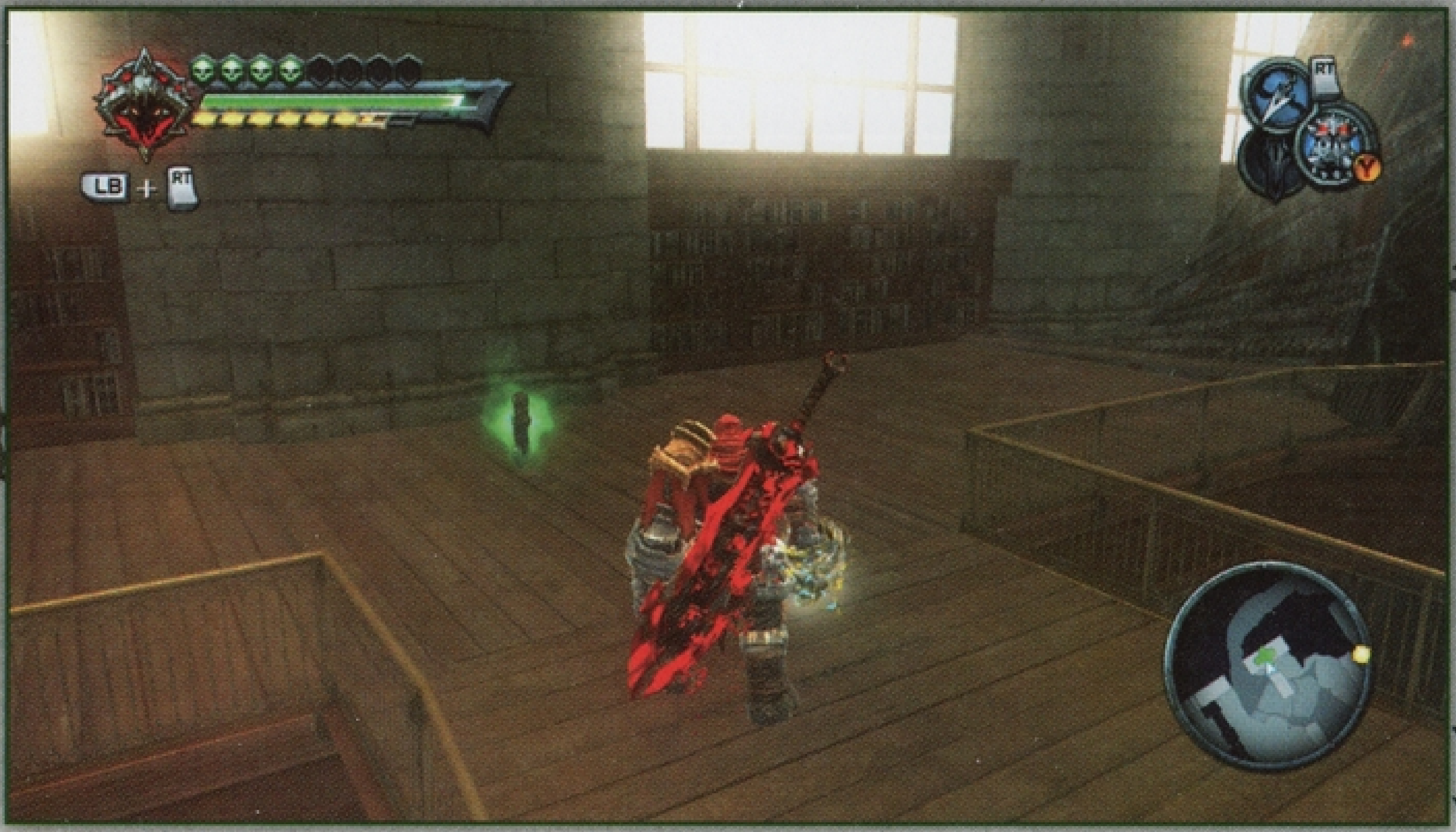
That's it.. the last piece of that accursed blade.
Now, get back to Ulthane and finish this business.

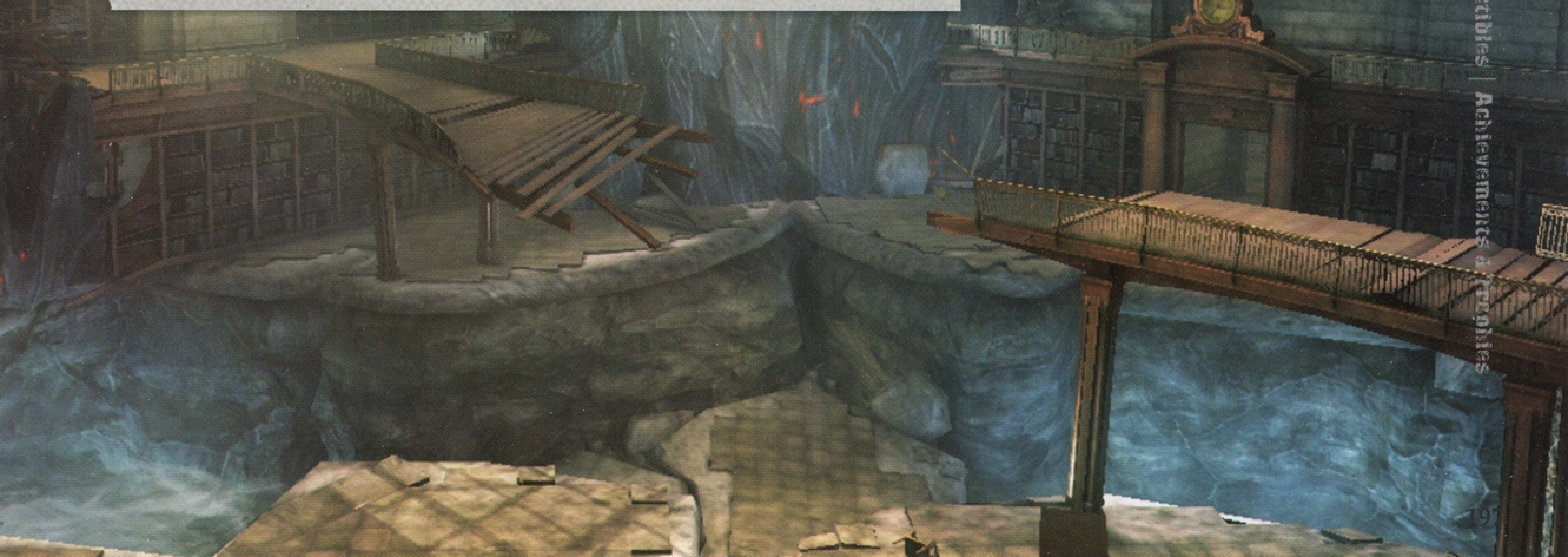
Now it's time to locate the final Armageddon Blade Shard. Return to the street that runs at an angle southwest of the Library, and activate the Mask of Shadows. Ride the Shadow Current near the ground up to the balcony on the right. Leap and glide from the balcony to the second Shadow Current. Then grapple to the Blue Chain point near the Seraphim Hotel, and land on the roof above the hotel entrance. Use the third Shadow Current to fly up to the balcony, and head left to find the final **Armageddon Blade Shard**.

The Watcher implores you to get back to Ulthane right away, but there are still a number of caskets and Artifacts to find along the way. Start by entering the Library at The Crossroads. Use the Abyssal Chain to swing across the upper walkway's gap to find the **Wrath Shard** in the upper hallway.

ARTIFACT: SOLDIER

Run and leap from the wooden walkway inside the Library, and use Shadowflight to cross over to the **Artifact** on the other side of the room. You no doubt saw this Artifact the first time you passed through the Library—now's the perfect time to get it if you haven't already.

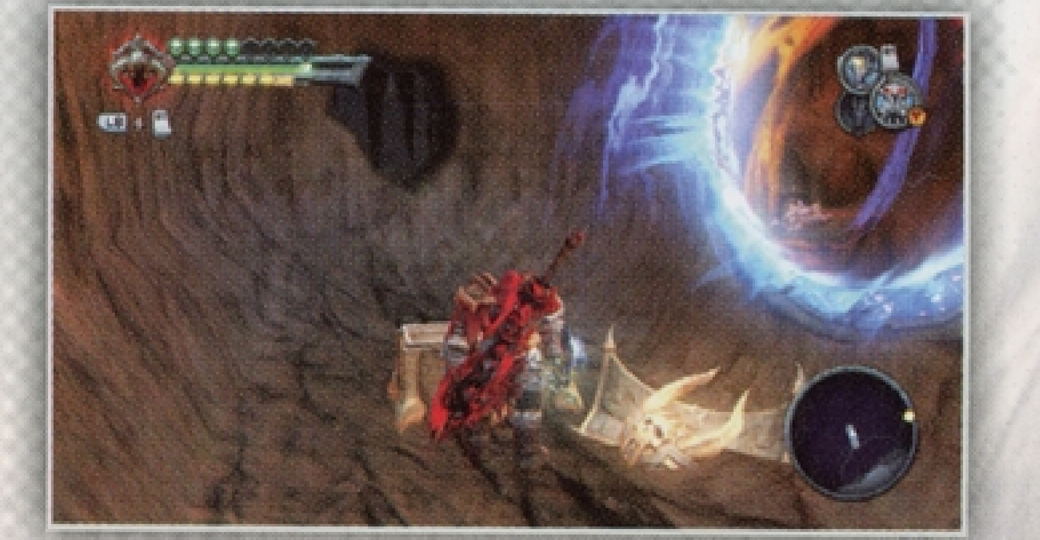


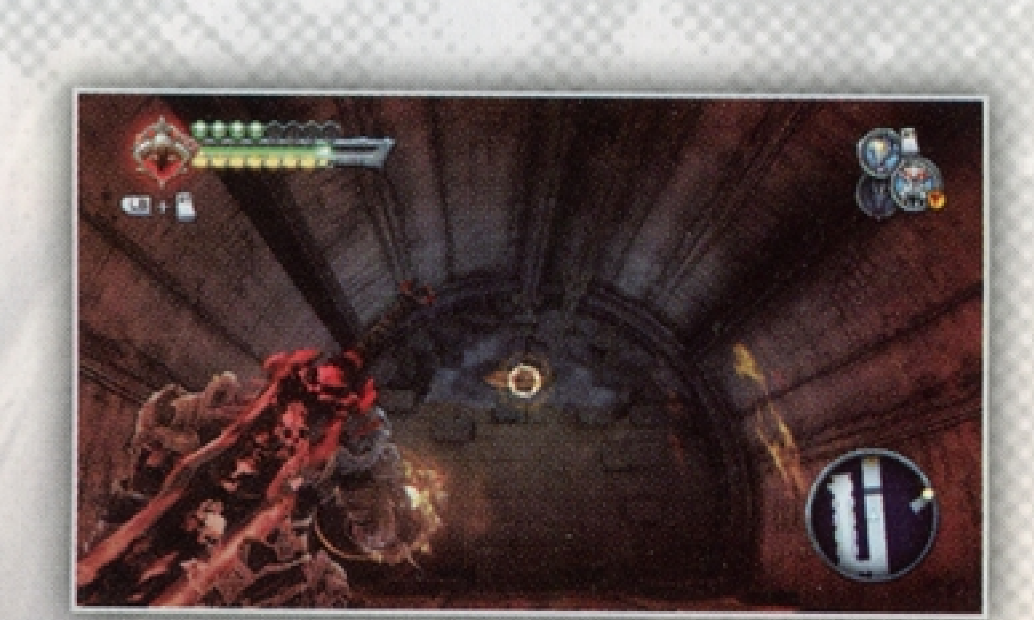


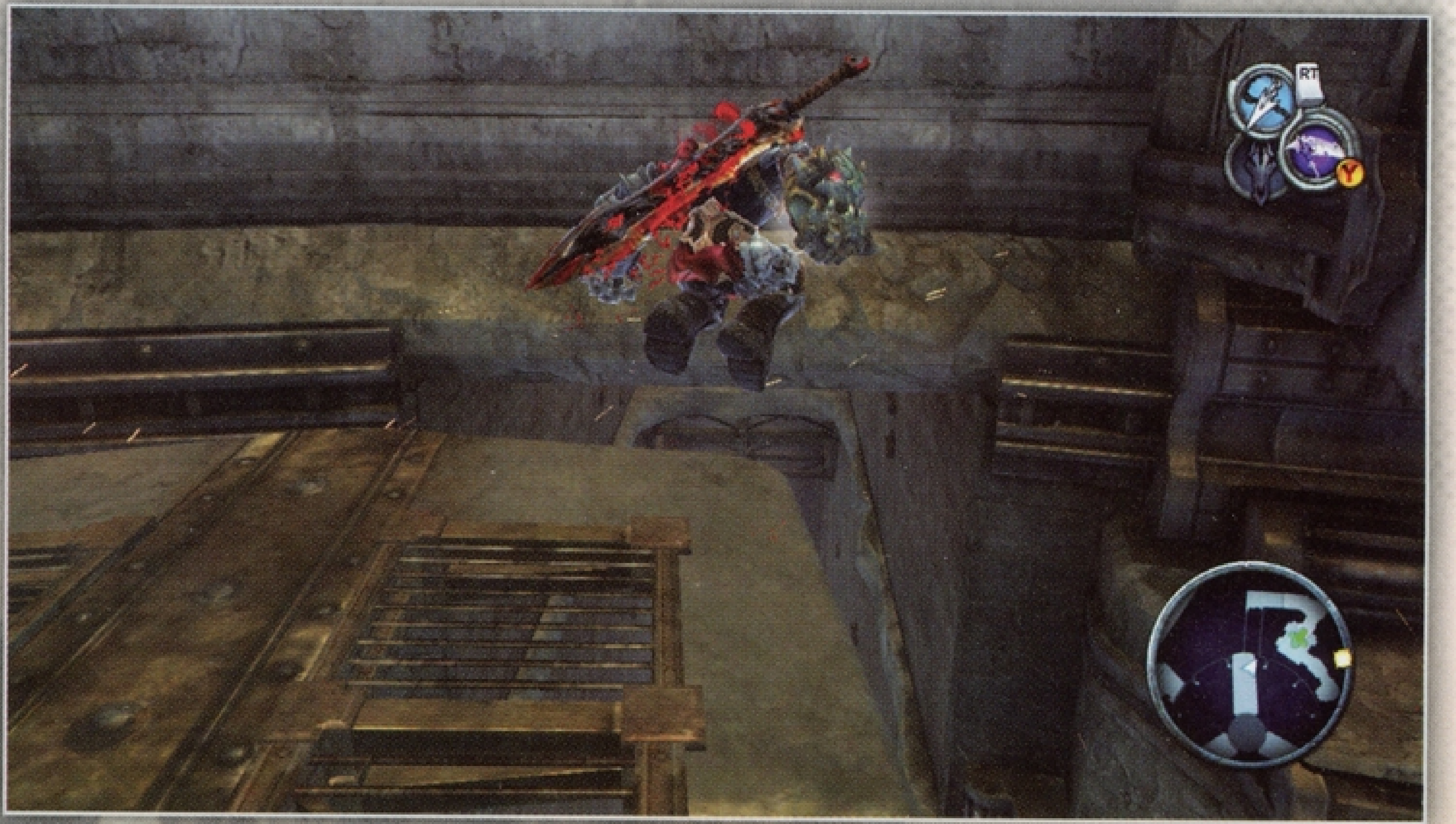
Scalding Gallow

Exit the Library to Scalding Gallow, and move right toward the cave that leads to Choking Grounds. Ride the Shadow Current up to the higher ledge, and turn to the right to spot a casket in the distance. Fire the Voidwalker at the portal window beside the casket. Then turn and fire it across the cave to the portal in the distance. Climb the Demonic Growth across the ceiling to the second portal to get the **Empty Vessel** from the casket.

Return the way you came, and head west to the tunnels leading to Drowned Pass. Enter the second tunnel—the one before the room with the massive fan. Fire the Voidwalker at the portal window on the ceiling, beyond the wall over which you can't climb. Now head to the room with the fan, equip the Abyssal Chain, and ride the fan around to the lengthy alcove at the five o'clock position. Double-jump off the fan blade, and blind-fire the Abyssal Chain when you're prompted to latch onto a Red Chain point that's obscured from view. Fire the Voidwalker at the portal window above the Shadow Current on the right. Fly through it to reach the casket with the **Wrath Shard** behind that first wall.

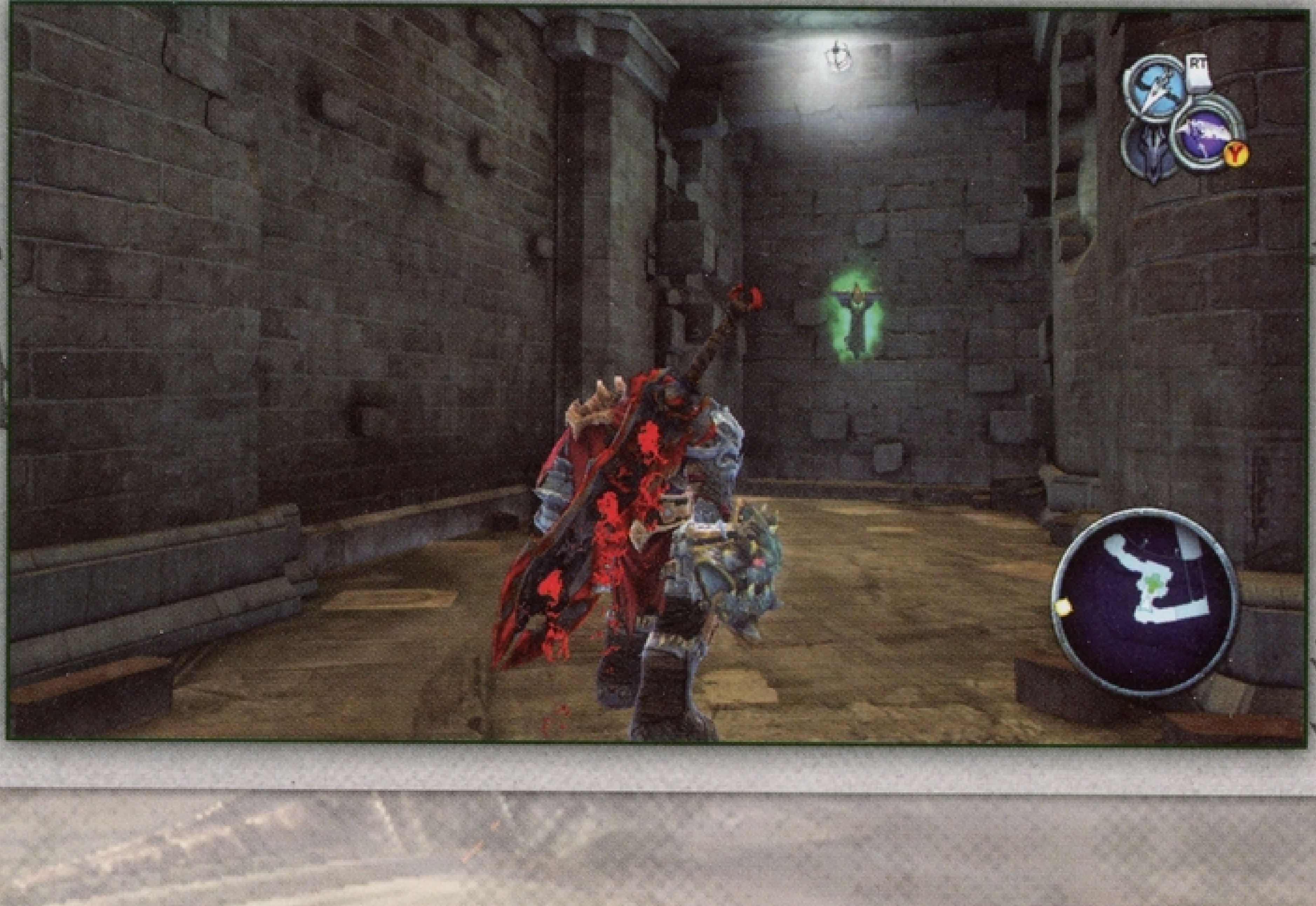






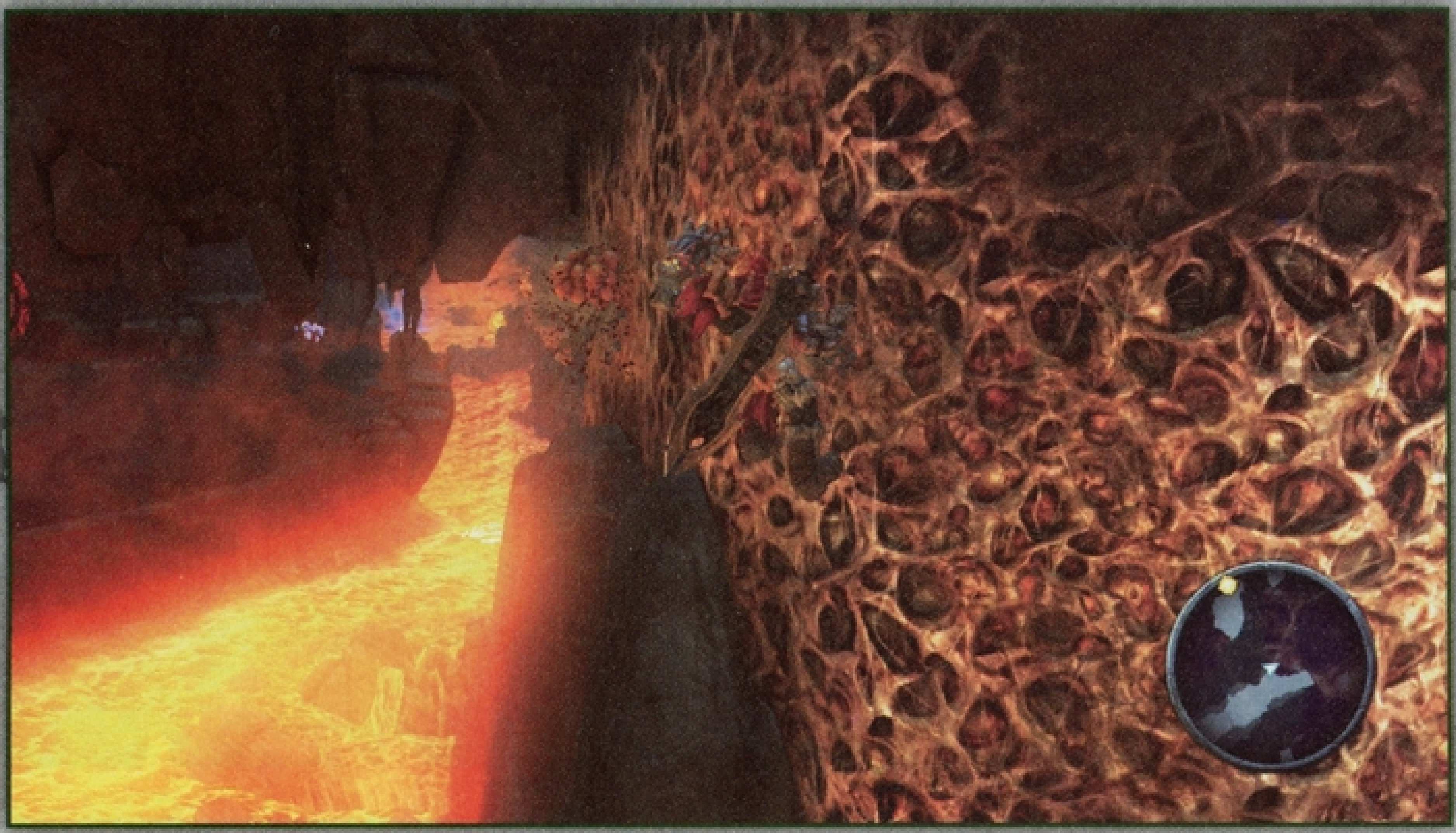
ARTIFACT: CHAMPION

Equip the Abyssal Chain and leap off the rotating fan blade, toward the lengthy, bottomless alcove at the five o'clock position. Fire the Abyssal Chain when you're prompted to. Then double-jump off the Red Chain point to the ledge in the distance. Ride the Shadow Current up to the **Artifact**.



ARTIFACT: CHAMPION

Climb the Demonic Growth beyond the two Shadow Currents, and look for the blue crystals. Use the Tremor Gauntlet to smash the crystals to find another **Artifact**.



LEGENDARY FORM

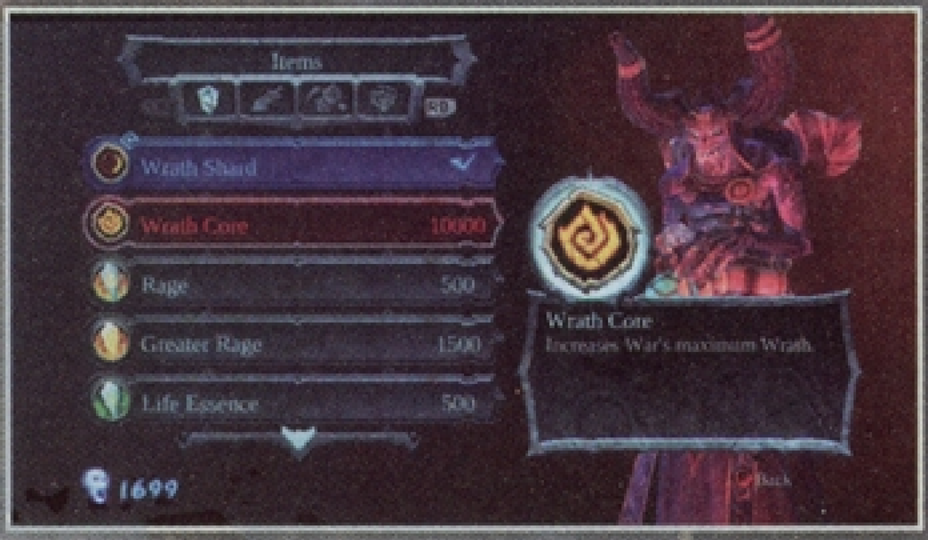
Ten pieces of Abyssal Armor are scattered across the world, and many of them are in hard to find places. With the exception of one, each rests in a casket—the Tormented Gate at Drowned Pass awards you a piece of the Abyssal Armor after you complete the four Shadow Challenges there. We describe each piece's location in this guide's walkthrough and again in the Collectibles chapter.

Return to Scalding Gallow's main section and proceed north to the tunnel leading to Dry Road. Use the Chronosphere and the control lever in the room on the right to slow the massive gate's closure—sprint past it while it's open. Fire the Voidwalker at the portal window on the massive gate's back side. Then use the lever on this side to open it. Sprint back to the control room on the other side, and create a second portal on this room's wall. Use the Chronosphere and the lever to raise the gate slowly. Leap through the portal as soon as the gate reaches its maximum height. Open the casket on this secret ledge to find the **Death's Blessing**, the final weapon enhancement!

The last item to get in Scaling Gallow is an important one: the final piece of Abyssal Armor! Follow the area's outer perimeter toward the Vulgrim location, and look to the central rock tower where Samael was. A rocky path is located halfway down this spire, just above the lava. You must carefully glide down to that rocky ledge to find the casket that contains the **Abyssal Armor Piece**.

Full Wrath for Sale!

A Wrath Shard and Wrath Core are for sale from Vulgrim. Purchase the Wrath Shard to complete a ninth Wrath Core (once you get the Wrath Shard at Anvil's Ford, described momentarily). Then purchase the tenth Wrath Core to reach the maximum.



Items

Wrath Shard	✓
Wrath Core	10000
Rage	500
Greater Rage	1500
Life Essence	500

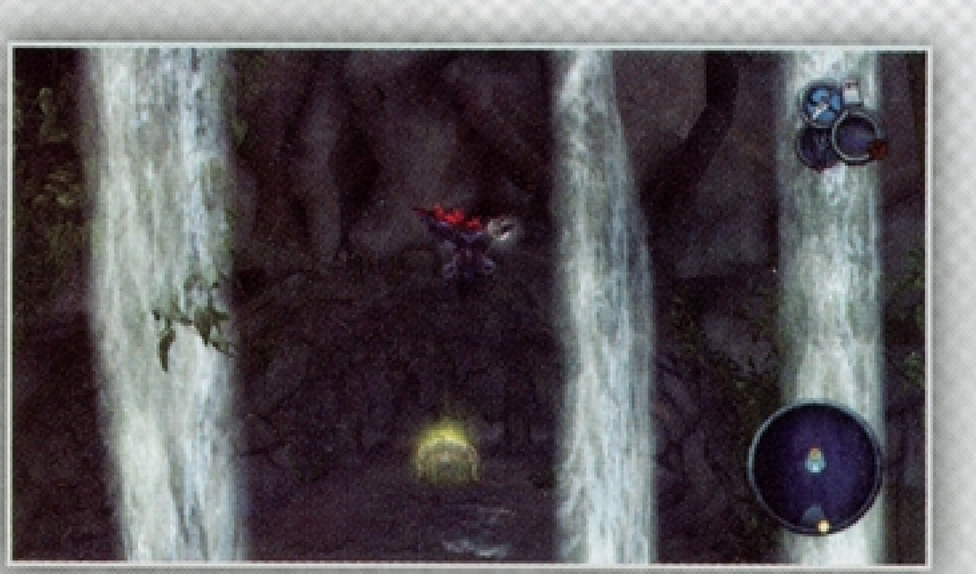
1699

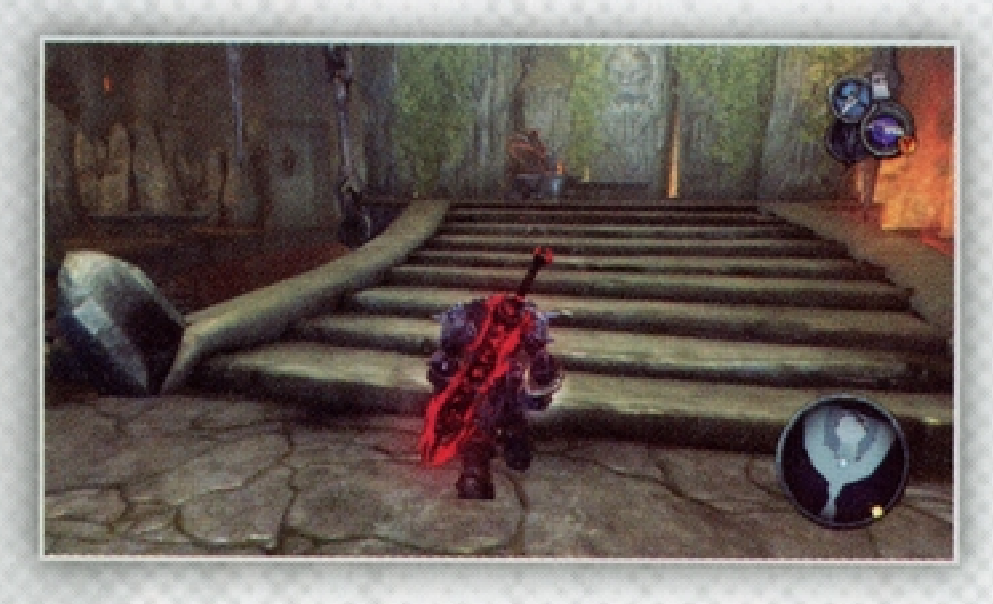
Wrath Core
Increases War's maximum Wrath.

Bring the Armageddon Blade Pieces Back to Ulthane

Use the Serpent Hole to The Hollows to return to the tunnel that connects Anvil's Ford and Drowned Pass. Cross the tunnel to Anvil's Ford's main entrance. Ulthane is due north, beyond the massive gate across the clearing, but don't go there just yet! First, proceed through the gates to the west, to the area where you and Ulthane previously fought the Hellguard Army. Use the Abyssal Chain to cross the gap and collect the final **Wrath Shard**.

Return to the area where you entered Anvil's Ford, and proceed north to Ulthane's blacksmith shop. As expected, he's more than happy to reassemble the Armageddon Blade.





Wicked K on the Cliffs!

The fourth and final Wicked K is located on the rock peninsula near the Blue Chain point. This is where Ulthane rejoined the main path during the contest earlier. Visit this area to lure the Wicked K out of hiding. Put your practiced Devil's Cross technique to use, and reap a wealth of Souls for your efforts!

ULTIMATE BLADE

Collect the seven Armageddon Blade Shards and bring them to Ulthane at Anvil's Ford to have him forge the sword anew. We detail each of the seven Armageddon Blade piece locations in "The Destroyer" chapter of this walkthrough. You cannot obtain them until you return from Eden and see the vision at the Great Tree.

Return to Azrael in the Ashlands

Take the sword from Ulthane, and use the nearby Vulgrim location to return to Azrael via the Serpent Hole to Leviathan's Crossing. Use the Mask of Shadows to access the Shadow Current at the cliff's base, and ride it up to Azrael.

No Turning Back!

If you need to do any treasure hunting, or if you crave further combat (especially if you're trying to max out your abilities and weapon levels), then save your progress now. Refrain from returning to Azrael until you're ready to fight the Destroyer and conclude the game.

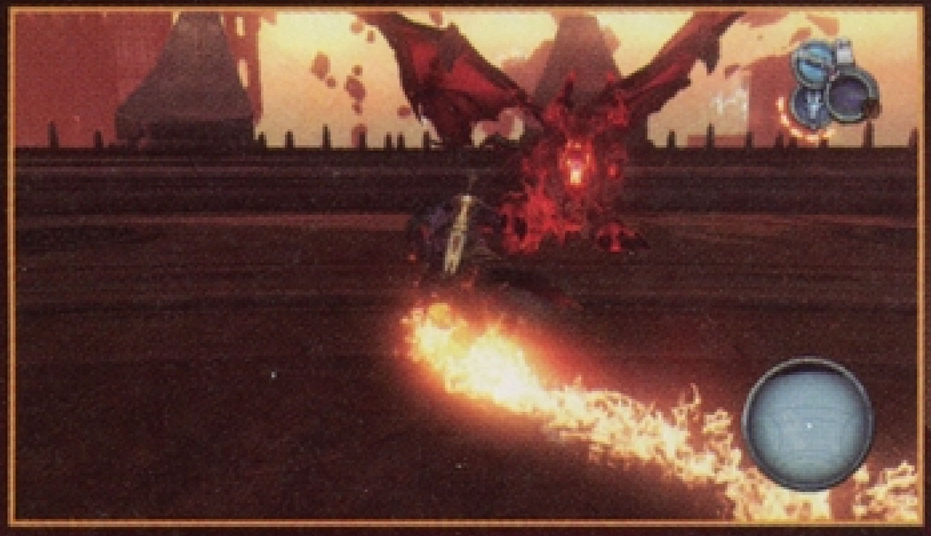
The Destroyer

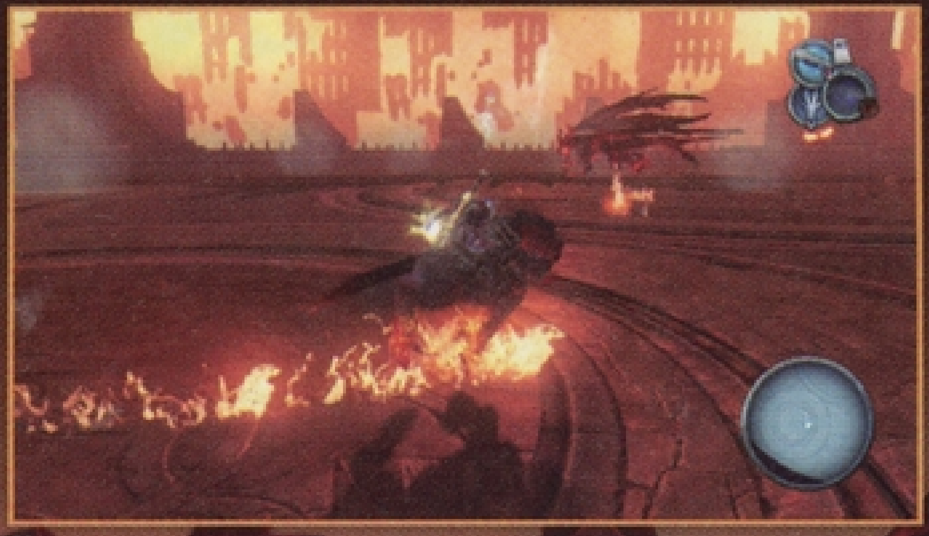
THE DESTROYER'S ATTACKS

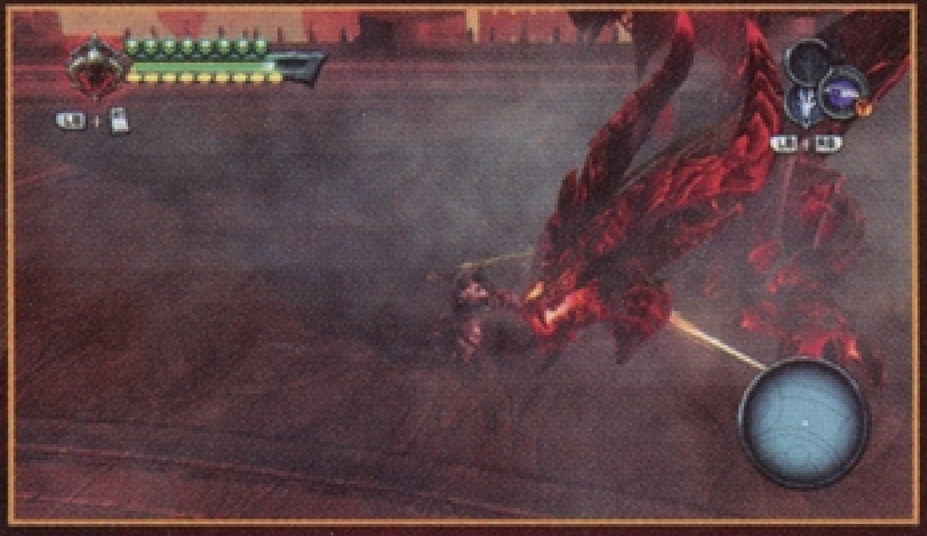
ATTACK	DEFENSE
Claw Swipe	The Destroyer sprints across the arena as if to joust with you. It swings its massive claw and tries to knock you from Ruin. Strike first to win the joust!
Blazing Crusher	Upon taking a critical hit, the Destroyer flies to the air, spits fire down at you, and then slams the ground in a blast of fire and brimstone. Spur Ruin on and sprint around the area to avoid this attack.
Fire Breath	The Destroyer rises quickly after being slashed at on the ground—move away quickly to avoid its fiery breath.

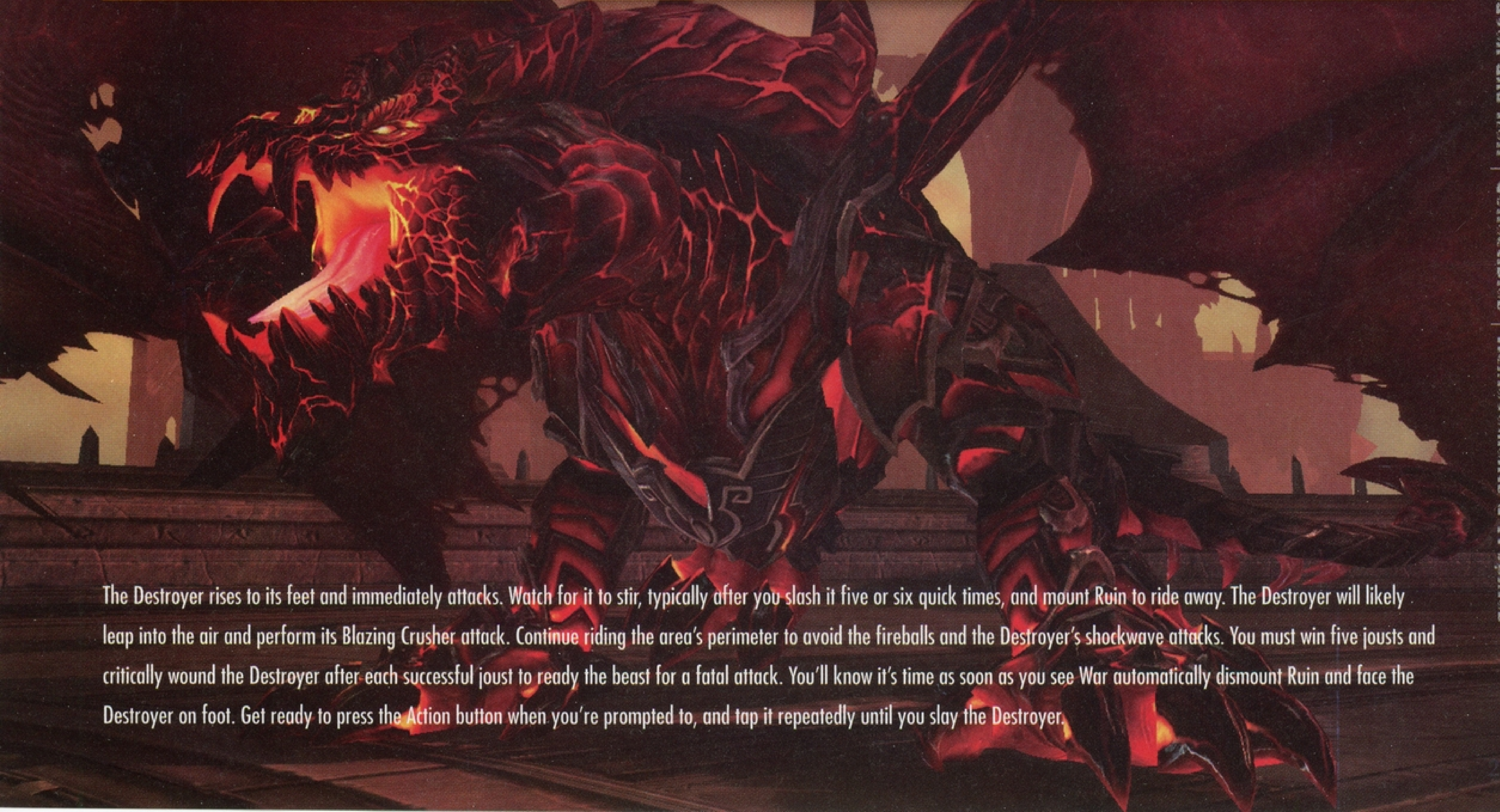
The Destroyer is a massive, fire-breathing dragon that traverses the arena at great speed, spitting fireballs and swinging its powerful claws. To defeat the Destroyer, you must climb aboard Ruin and put the horse's speed and agility to the test. It's impossible to defeat the Destroyer on foot, and Chaos Form isn't much help either, so you'd better saddle up and ride!

Urge Ruin on and try to stay clear of the Destroyer as it loops around the arena's edge. Use the Dash button to increase Ruin's speed, keeping clear of the Destroyer's claws. Watch for the Destroyer to turn perpendicular to the arena's circular edge, and immediately turn Ruin around to face the Destroyer. Charge toward the dragon at top speed in a jousting fashion. Swing the Armageddon Blade just as Ruin draws alongside the Destroyer. You will be knocked from Ruin and vulnerable to a follow-up attack if you swing too late. Time the swing well, and you'll knock the Destroyer off its feet, leaving it vulnerable on the floor. Quickly ride over to the Destroyer's idle body, hop off Ruin, and slash with abandon at its torso and face!









The Destroyer rises to its feet and immediately attacks. Watch for it to stir, typically after you slash it five or six quick times, and mount Ruin to ride away. The Destroyer will likely leap into the air and perform its Blazing Crusher attack. Continue riding the area's perimeter to avoid the fireballs and the Destroyer's shockwave attacks. You must win five jousts and critically wound the Destroyer after each successful joust to ready the beast for a fatal attack. You'll know it's time as soon as you see War automatically dismount Ruin and face the Destroyer on foot. Get ready to press the Action button when you're prompted to, and tap it repeatedly until you slay the Destroyer.

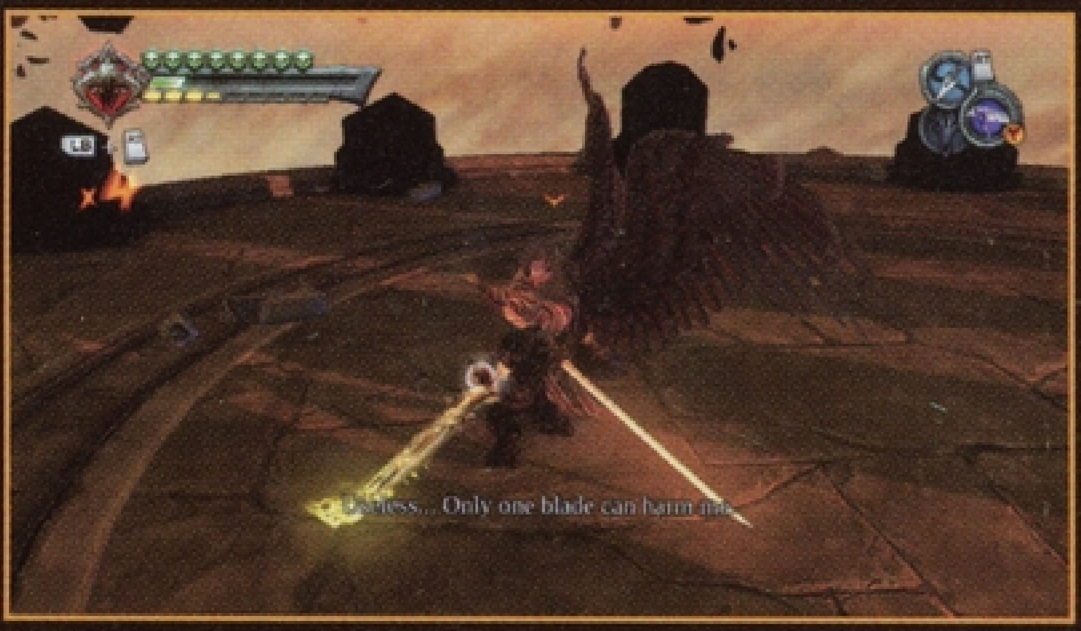
Abaddon

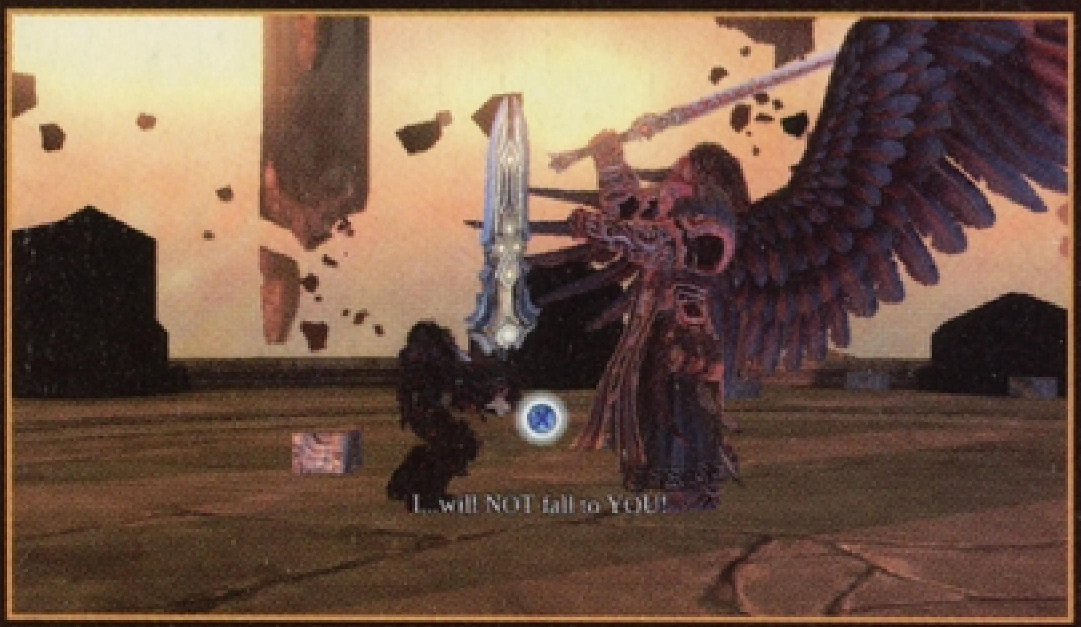
ABADDON'S ATTACKS

ATTACK	DEFENSE
Heavenly Glory	Abaddon flies out of the battle area and readies a charged attack that crashes down and erupts in powerful white energy. You can grapple to Abaddon to interrupt this attack, or simply dash outside the sigil that appears on the floor prior to its execution.

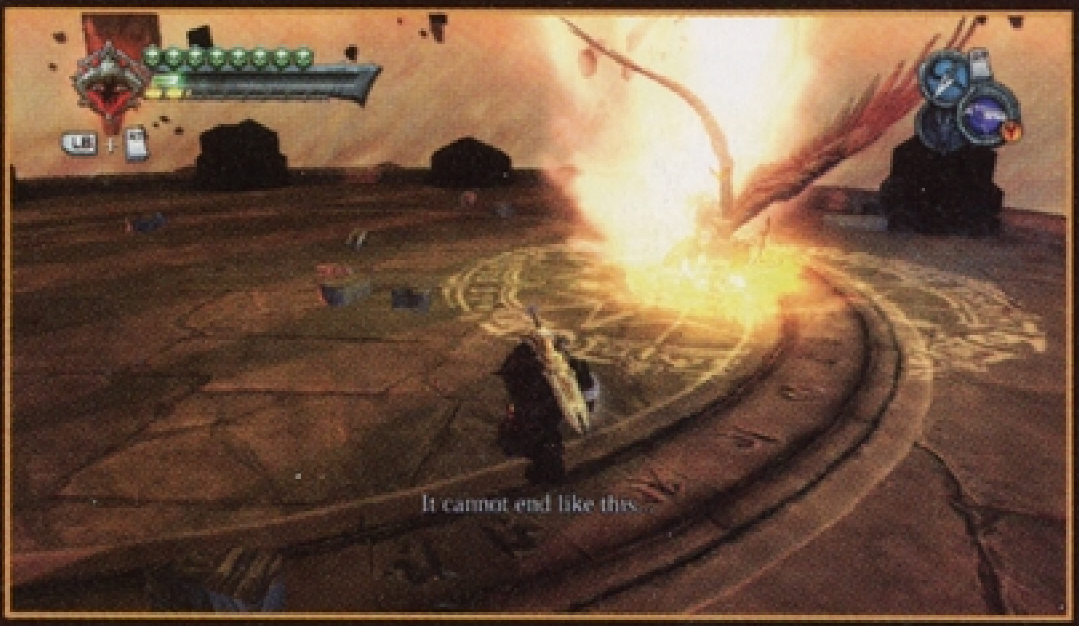
You have shown your power against the Destroyer, but now it's time to finish the job. Abaddon is a masterful swordsman with power so great that your mighty Chaos Form is useless against him. Only the Armageddon Blade can damage Abaddon, and only an opponent skilled in the art of counterattacking can land a clean strike on him.

Stand tall, face Abaddon at close range, and be ready to defend. Activate Stoneskin for an advantage, and let Abaddon make the first move. You can defend against many of his attacks, but you must try to Counter Defend and unleash the power of the Devil's Cross to open up Abaddon for further punishment. Land a successful combo off a Block Counter, and the two square off for a power struggle. Rapidly tap the Attack button to win the struggle and land a critical hit on Abaddon.





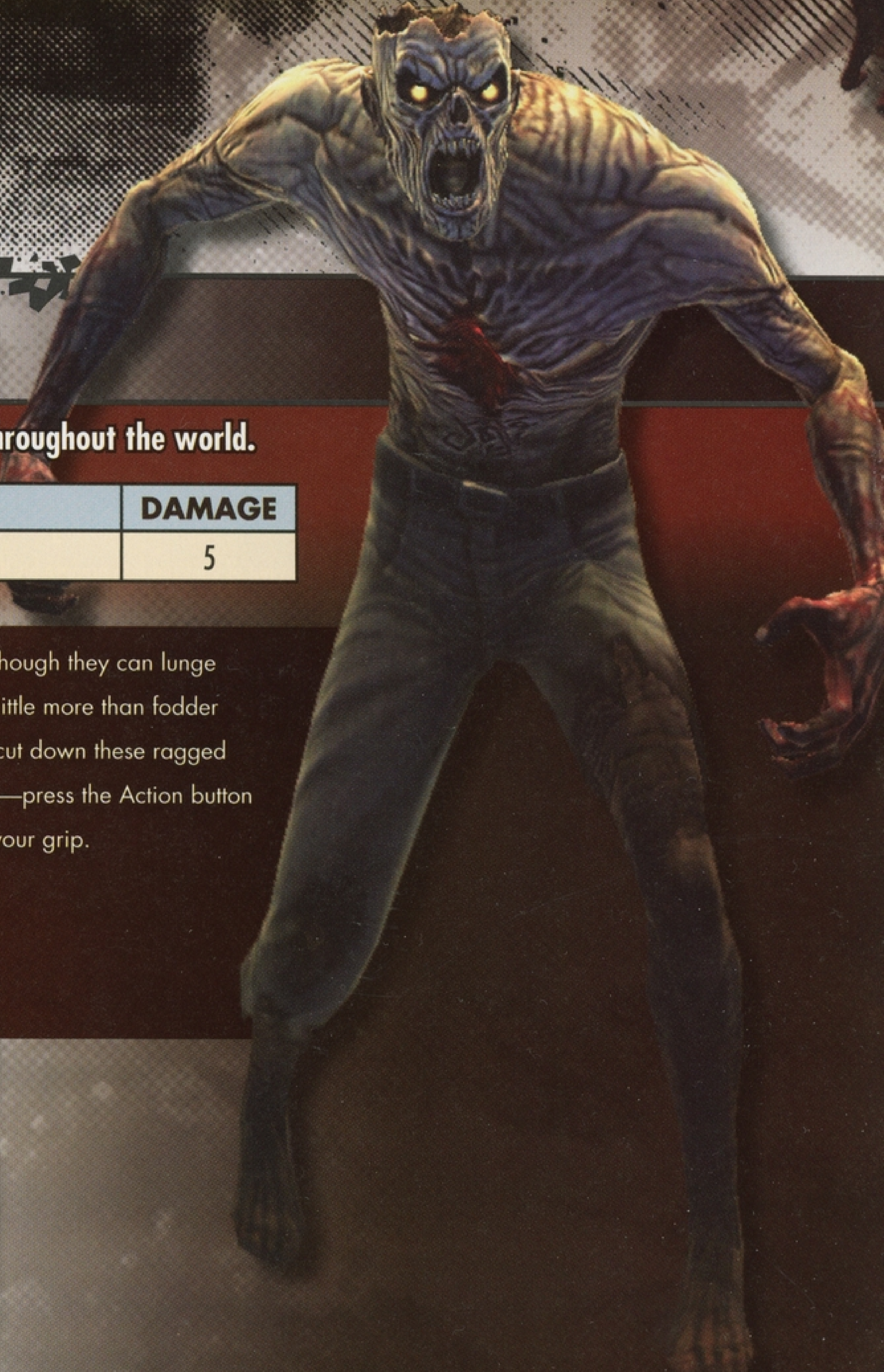
Abaddon increases his aggression following each of these critical hits. He attacks with greater variety and frequency, and he ultimately flies out of your reach to prepare his Heavenly Glory attack. You can grapple to him with the Abyssal Chain and leap into a Flipsaw attack, but doing so leaves you vulnerable to follow-up attacks. Instead, keep moving and dash away from the sigil that marks Heavenly Glory's impact area. Rush toward Abaddon as Heavenly Glory's smoke clears, and attack fast! Resume a defensive tact once he returns to his feet, and prepare to win another power struggle. Continue this approach until you seize victory.



Forces of HEAVEN AND HELL

The journey back to the ravaged plains of Earth thrusts War into the thick of a raging battle between the denizens of Heaven, Hell, and all places in between. Though War may be one of the fabled Horsemen of the Apocalypse, his power is substantially reduced—even the most common of cretins set free upon the Earth can prove deadly. Follow the tactics described here to handle the numerous Angels and Demons standing in War's path.

The Wicked

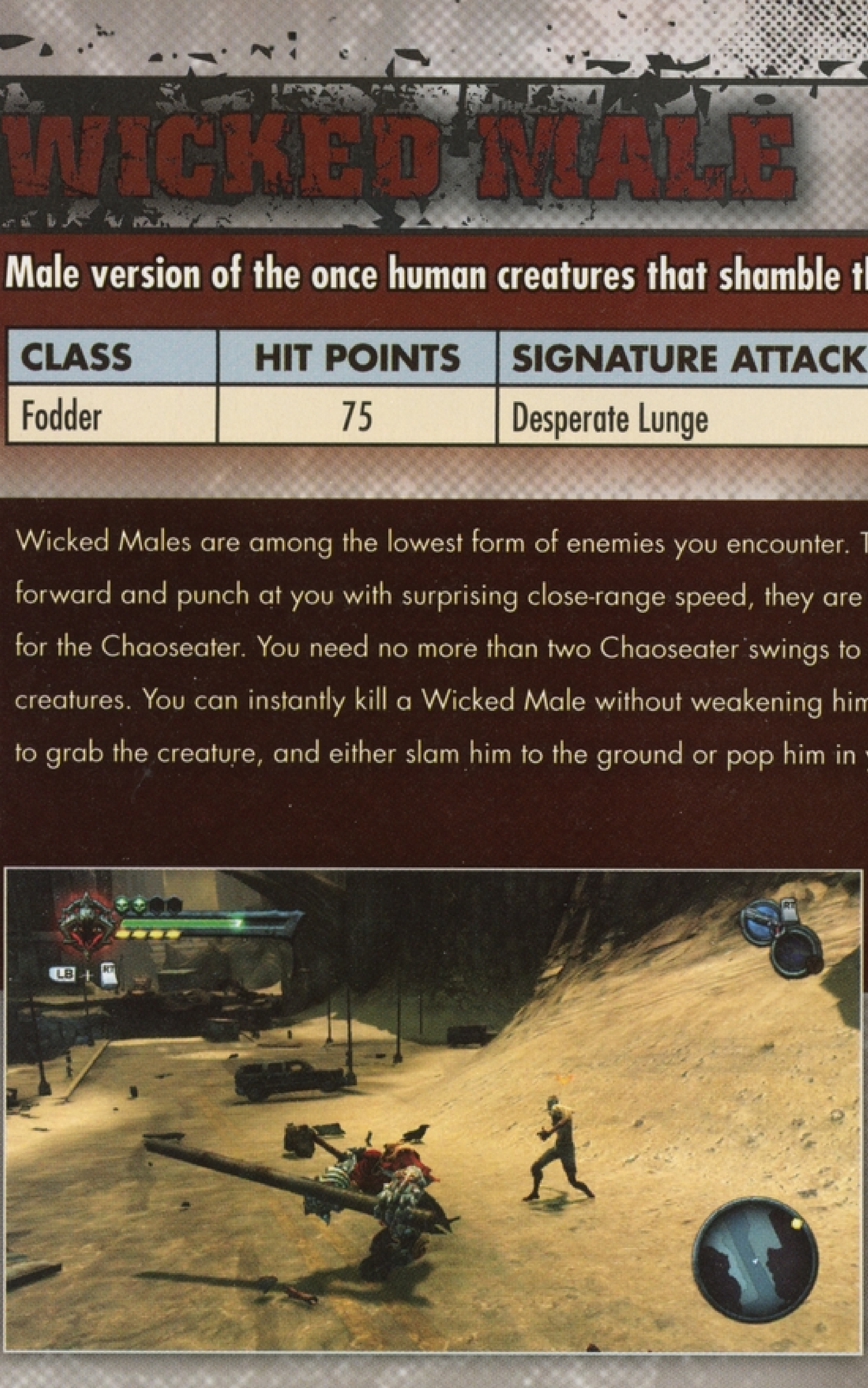


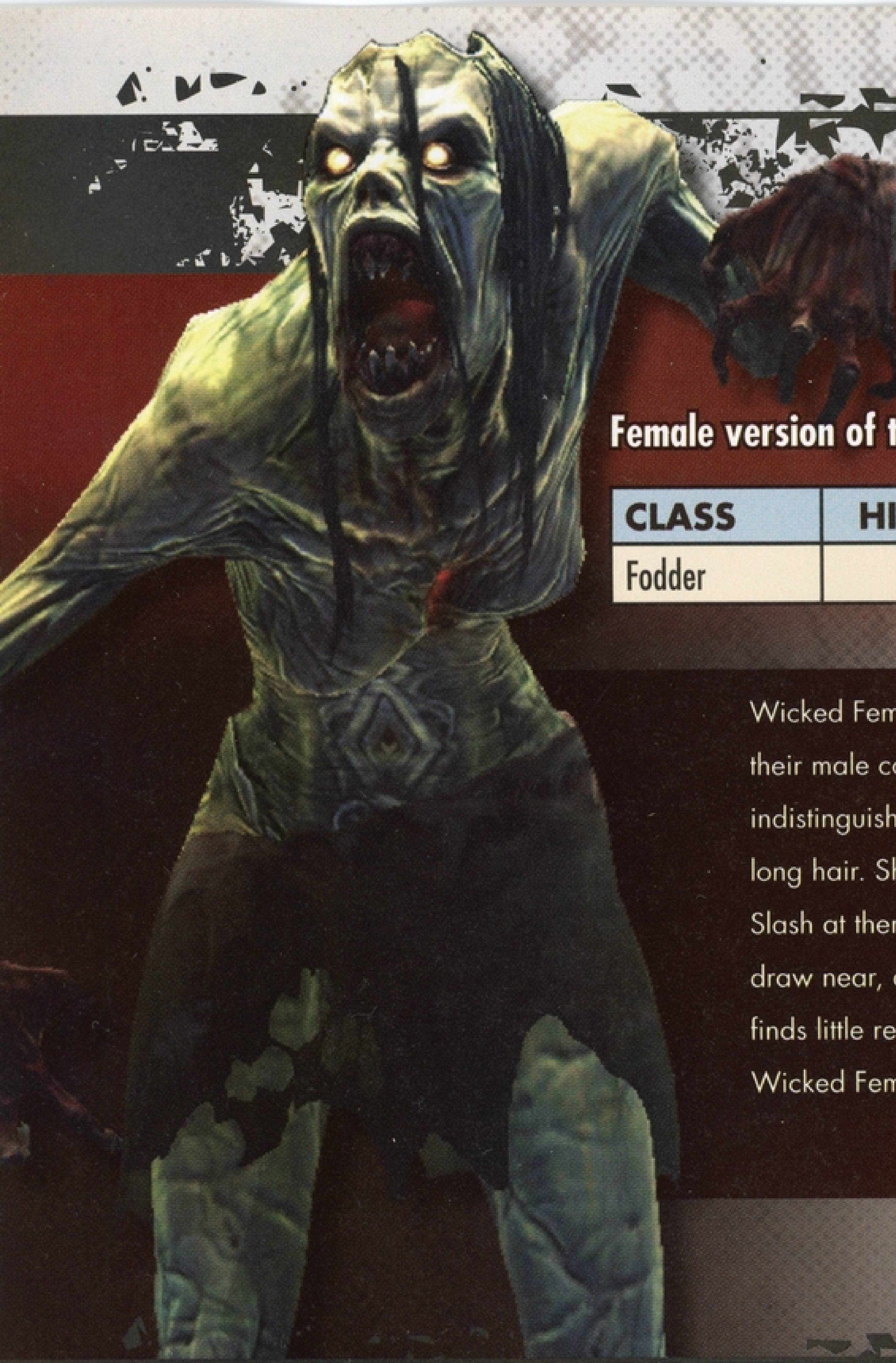
WICKED MALE

Male version of the once human creatures that shamble throughout the world.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	75	Desperate Lunge	5

Wicked Males are among the lowest form of enemies you encounter. Though they can lunge forward and punch at you with surprising close-range speed, they are little more than fodder for the Chaoseater. You need no more than two Chaoseater swings to cut down these ragged creatures. You can instantly kill a Wicked Male without weakening him—press the Action button to grab the creature, and either slam him to the ground or pop him in your grip.





WICKED FEMALE

Female version of the once human creatures that shamble throughout the world.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	75	Infection Strike	5

Wicked Females move and fight just like their male counterparts. They would be indistinguishable if not for their torn skirts and long hair. Show these foul beasts no chivalry! Slash at them with the Chaoseater as they draw near, and trust that the legendary blade finds little resistance as it slices through their frail bodies. Press the Action button next to a Wicked Female to instantly kill the beast with your bare hands.

FLESHBURSTER

Fiery Golem bent on destruction.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	500	Kamikazien	15

The flaming Fleshburster can withstand several strikes from your Chaoseater before it unleashes its Kamikaze self-destruct attack. Stay away from its fiery overhead pound attack, and use hit-and-run attacks to weaken it. Forehand Strikes and Sword Uppercut inflict plenty of damage. Watch for the Fleshburster to arch its back and roar, and dash away before it explodes in a dangerous cloud of flames and souls.

RAVENOUS

Soul-eating demon with an insatiable appetite.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1000	Soul Gorge	18

The Ravenous appears to be a blue Soul-loving version of the Fleshburster, but it has twice the HP and soaks up the Souls that you free from other enemies. Use a charged Crossblade toss to weaken and distract the Ravenous so you can move in close with the Flipsaw or Power Strike attack. Try to take down the Ravenous quickly, before it steals Souls from you and other nearby enemies.

WICKED K

An undead with class.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	Unknown	Gentleman's Ruckus	20

The Wicked K is one of the rarest enemies. Only four of these dapper Wicked inhabit the whole game, and they appear only after you meet certain conditions. The Wicked K attacks with a cane but uses it primarily to tap the ground, summoning a mystical top hat that swallows you whole. Ever poised, the Wicked K can block almost any attack you throw its way—not even the Chaos Form can harm the Wicked K! The only way to defeat a Wicked K is through expertly using the Block Counter attack. Upgrade the Devil's Cross attack to inflict maximum damage after each Block Counter. Seek out the Wicked K to gain a wealth of Souls

WICKED K APPEARANCE CONDITIONS

AREA	LOCATION	CONDITIONS
Choking Grounds	Inside the crypt nearest the Vulgrim location.	Appears once the Tormented Gate is freed.
Drowned Pass	Inside the cave beyond the pipe in the southeast corner.	Appears once the Tormented Gate is freed.
Twilight Cathedral	In the cave outside the cathedral.	Reachable once War has obtained the Abyssal Chain.
Anvil's Ford	On the ledge where Ulthane and War reunite after hunting the Angels.	Appears once War returns with Mercy.

Fauna and Flora

LOCUST

Small, robust, winged creatures that move in hoards.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	100	Pincer Stab	8

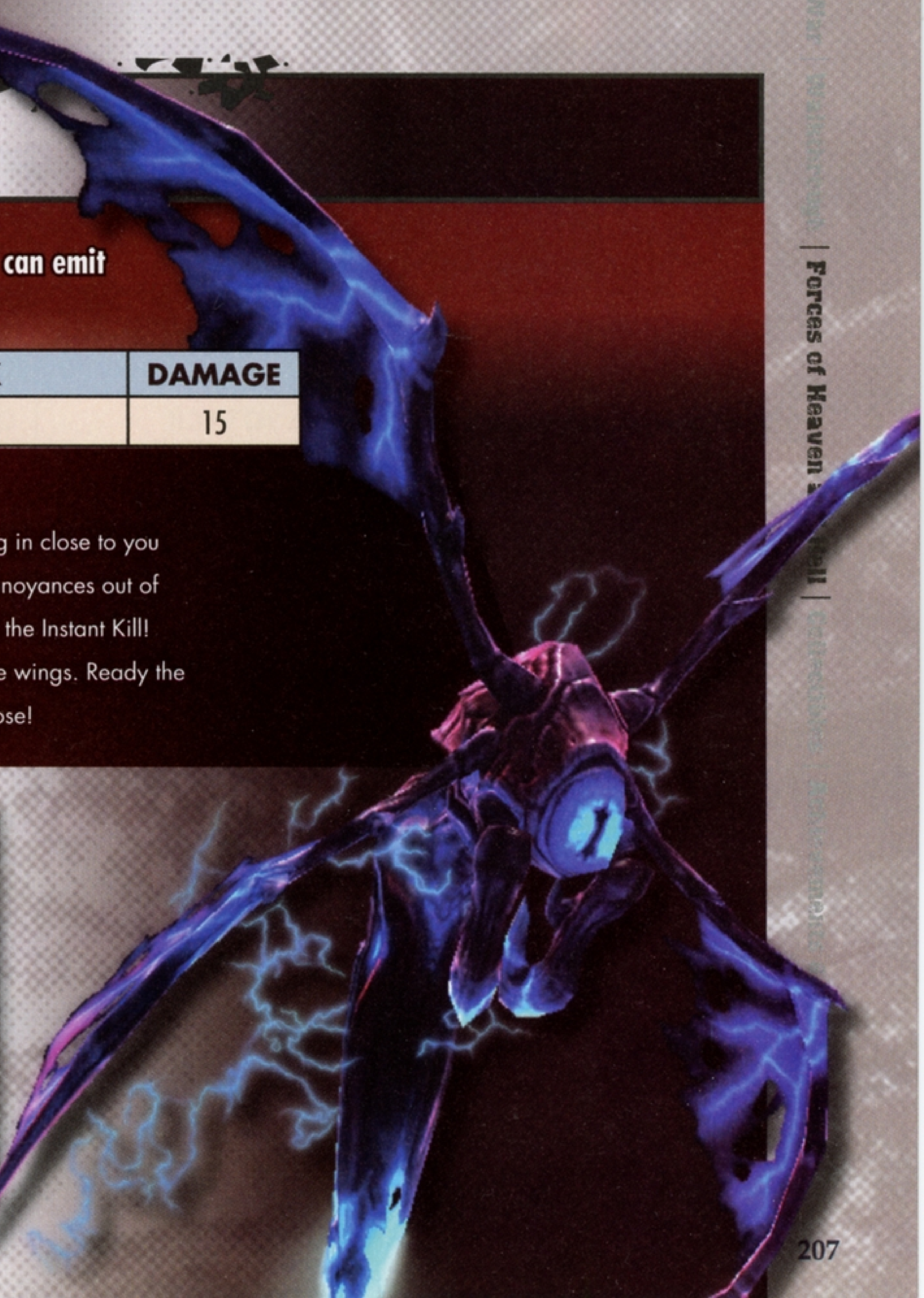
These tiny insects fly within the caves of the Broken Stair. They would be almost too small to see if not for their large numbers. Use the Angelic Beast's lock-on ability to rapidly target as many as possible, and then fire. Quickly target another batch of Locust and fire again—they offer little to no threat and can be destroyed with a single shot. Other Locust appear at close-range while you are on foot. Beware their stingers, and Instant Kill them by snapping them in two!

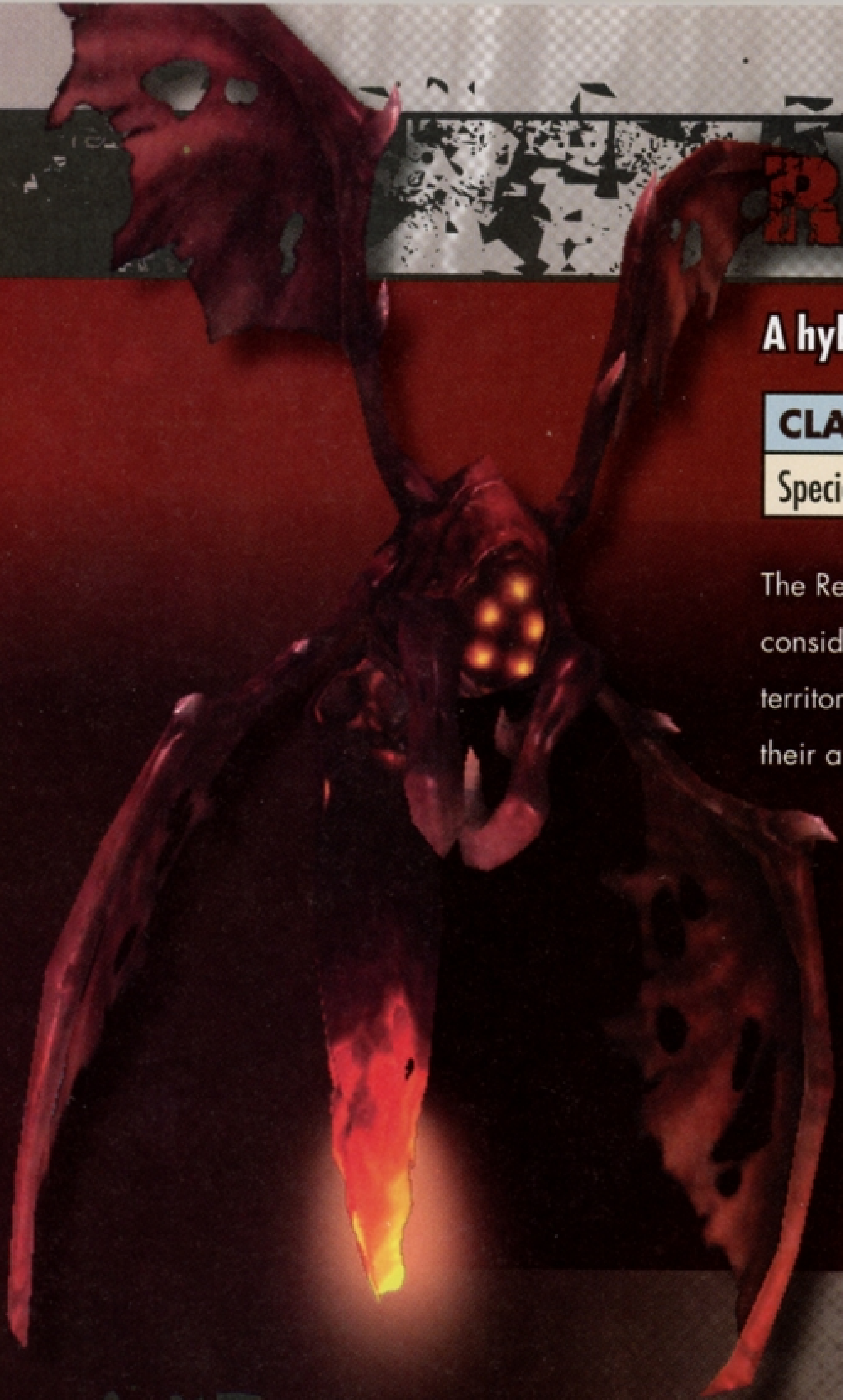
STINGER

Small, robust, winged creatures that move in hoards and can emit bursts of electrical energy.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	200	Plasmasphere	15

The Stinger is an upgraded version of the Locust. It attacks by swooping in close to you and discharging a plasma energy sphere. Use Mercy to shoot these annoyances out of the air, or get in close and break them in half with your bare hands for the Instant Kill! Stingers typically attack in groups, so watch for their shimmering purple wings. Ready the Mercy or Crossblade, and take them out quickly before they get too close!





REDTIP

A hybrid of the Locust that shoots molten projectiles.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	60	Fire Bolt	5

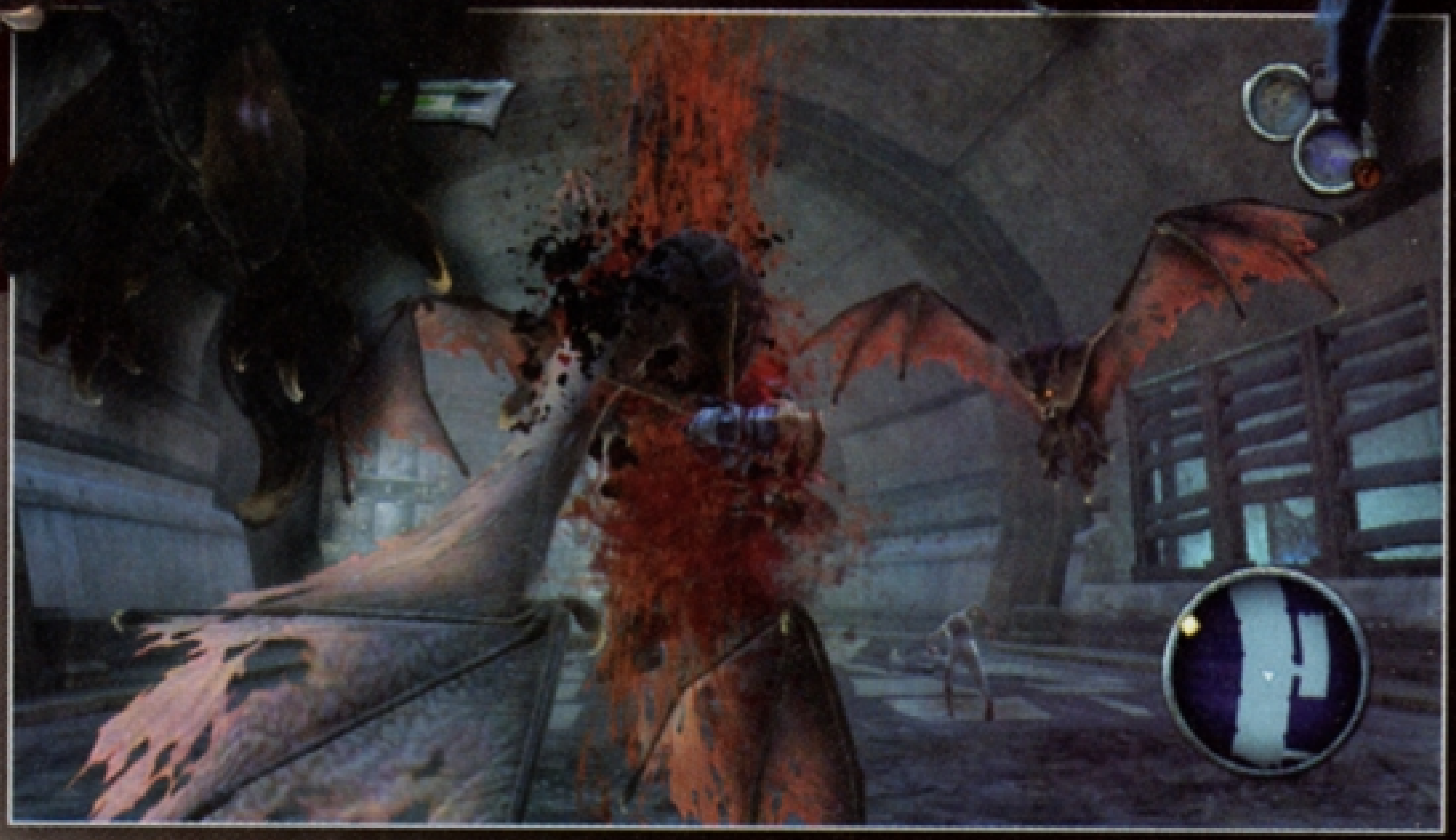
The Redtip's appearance is similar to the Stinger, but it fires molten projectiles at you from a considerable distance. Redtips are fairly rare, but they do attack en masse once you enter their territory. Use Mercy or the Crossblade to eliminate them from afar, dashing left and right to avoid their attacks. You can Instant Kill any Redtip if you get within range.

DUSKWING

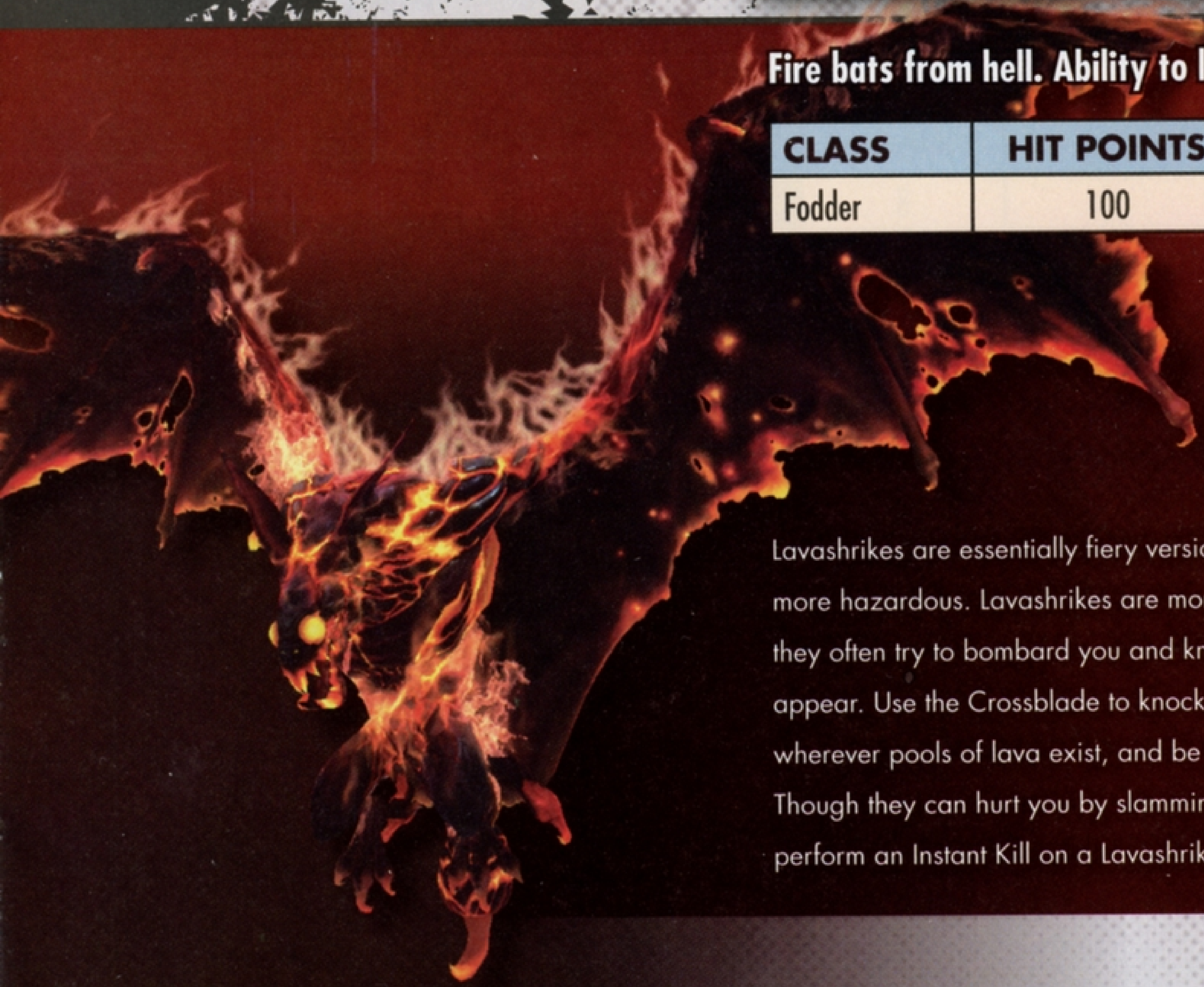
Giant bat soldier. Minions of Tiamat.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	75	Hooktip	5

Duskwings flutter several feet off the ground and typically attack in groups of two to five. Though you can leap and slash at Duskwings—or throw the Crossblade at those perched in distant trees—it's much easier to leap into the air near a Duskwing and press the Action button. You grab the Duskwing's head and thrust the Chaoseater upward through its torso. It's possible to leap from one Duskwing directly to another by chaining together these Instant Kills.



LAVASHRIKE

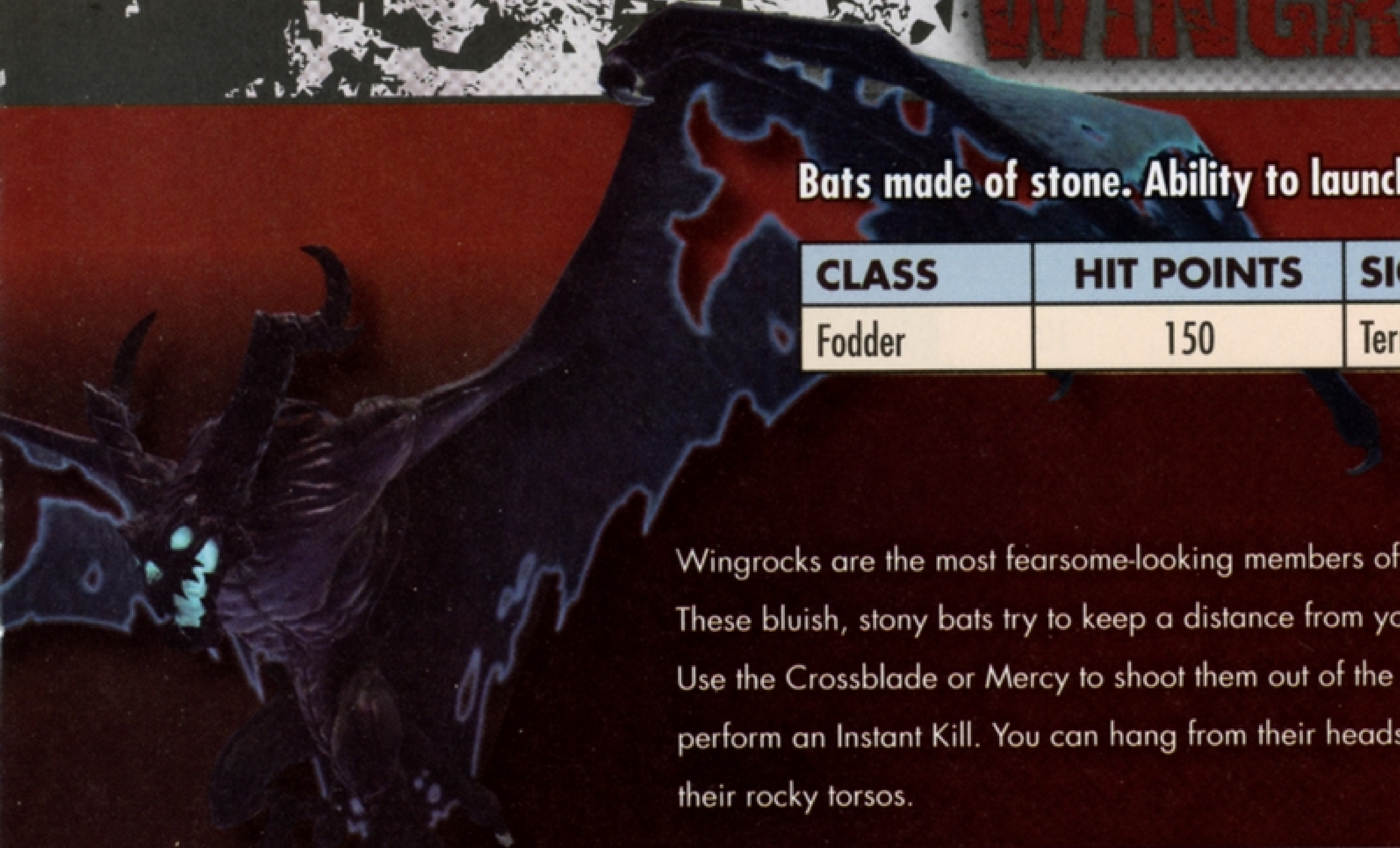


Fire bats from hell. Ability to launch molten projectiles.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	100	Molten Breath	8

Lavashrikes are essentially fiery versions of the Duskwing, but they are smaller and much more hazardous. Lavashrikes are more aggressive and very hazardous to the touch. In fact, they often try to bombard you and knock you into the lava that permeates areas where they appear. Use the Crossblade to knock them out of the sky from a safe distance. Look for them wherever pools of lava exist, and be ready to take a defensive posture if they get close. Though they can hurt you by slamming their fiery wings against you, you can leap up and perform an Instant Kill on a Lavashrike just as you can with a Duskwing.

WINGROCK



Bats made of stone. Ability to launch stone projectiles.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	150	Terrashard	32

Wingrocks are the most fearsome-looking members of the Duskwing family, and they are the most dangerous. These bluish, stony bats try to keep a distance from you and attack by spitting high-speed rocky projectiles. Use the Crossblade or Mercy to shoot them out of the air, or leap toward them and press the Action button to perform an Instant Kill. You can hang from their heads in mid-flight and thrust the Chaoseater upward through their rocky torsos.

DEEP LURKER

Electric demon fish that infest the waters of Earth.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	100	Aquashock	8

These electrically charged fish make their home at the Drowned Pass and the flooded corridors of The Hollow. They swim alongside you and unleash their high-voltage Aquashock attack, which temporarily stuns you. Fortunately for you, Deep Lurkers are little more than a pest. You can slay them with a single underwater Chaoseater slash. Though they can be dangerous in large groups, you are strong enough to withstand an occasional dose of electricity by the time you encounter them.

BROODLING

Vicious baby spiders spawned from Siltha's egg sacks.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Fodder	150	Face Shredder	10

These baby spiders scamper nearly every inch of Iron Canopy. They stop at nothing to latch onto your face and tear into it with their tiny pinchers. Most Broodlings lurk on the webbing that drapes the area's floors. Many also inhabit giant egg sacks that you can burst. Upgrade the Crossblade with Richochet Blade and Ricochet Haze. Toss a charged Crossblade at the Broodlings for a combo unlike any other! You can also squish Broodlings under your heel with a tap of the Action button.

LOOM WARDEN

One of the four protectors of Silitha, these heavily armored beasts cannot be harmed.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	1000	Feeding Frenzy	18 per hit

The four Loom Wardens that guard Silitha cannot be harmed. You must avoid them until you obtain the Abyssal Chain. Only then can you use the grappling device to rip their armored carapaces off their backs and expose them to damage. Loom Wardens dash toward their prey, using powerful front legs and mandibles to slice and eat their victims as fast as they can. You must stay clear of this attack and focus your efforts on the Loom Warden's rear.

BROODMOTHER

Crystal-shelled guardian of Silitha.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	Unknown	Seismic Slam	80

The Broodmother is the last line of defense for Silitha. It is a far greater threat than the Loom Wardens. You must leap into the air and use Shadowflight to avoid her Seismic Slams. Keep the Broodmother distracted by feeding it the cocoons dangling from the ceiling. Use the Tremor Gauntlet to crack its shell, access its vulnerable innards, and attack with the Chaoseater. Keep moving to avoid its lunging bite attack.

HELLION

Rarely seen through the scorched earth, this huge, winged beast was part of the first wave to attack humanity.

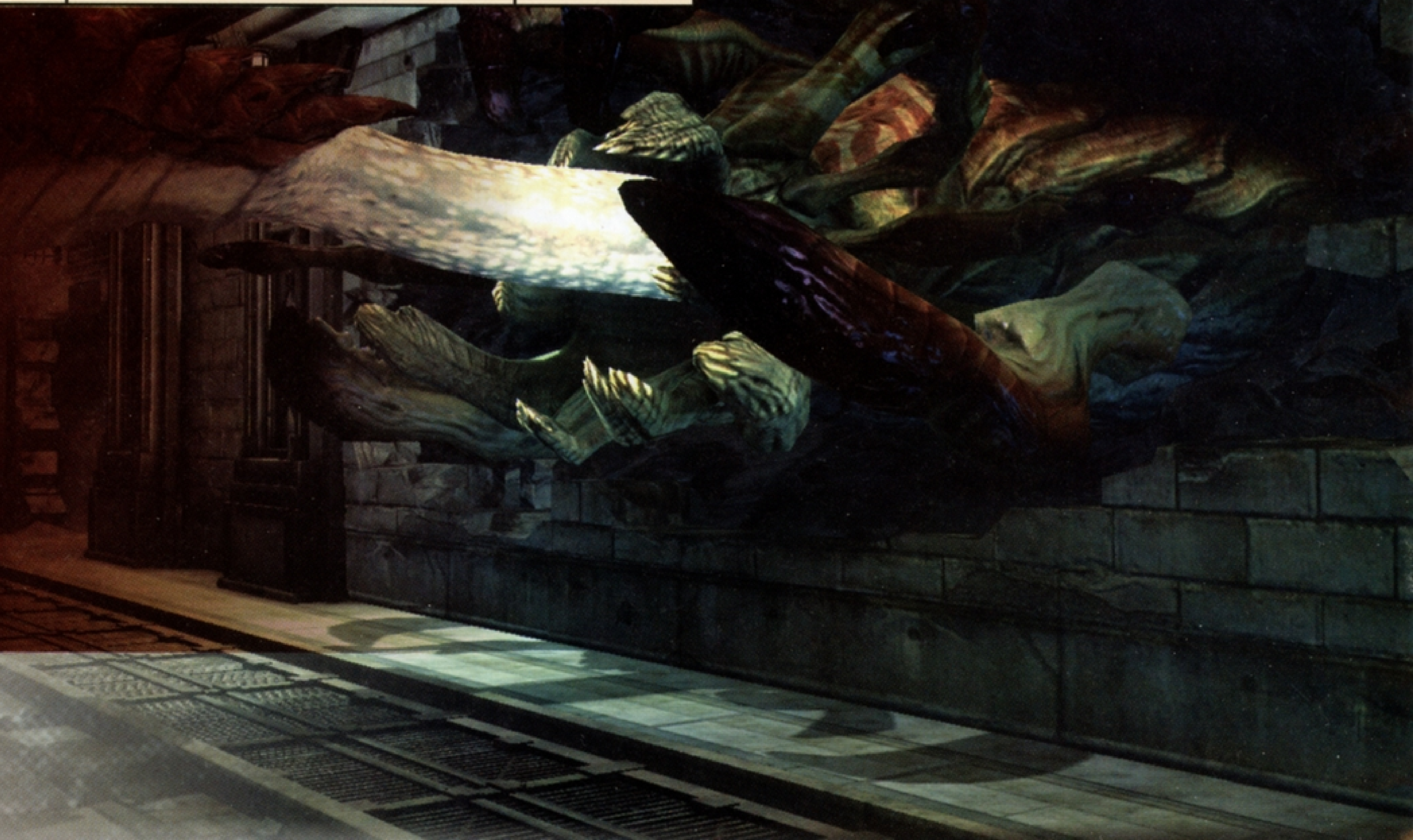
CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	2200	Hellfire Flame	13

This massive, bat-like creature is as dangerous as its name and size suggest. You encounter this rare creature in the caves leading to the Twilight Cathedral. Target its body and wings while you charge the Angelic Beast's projectile attack. Wait for the Hellion to unfurl its shield-like wings and attack you. Quickly dash out of the way and return fire. The Hellion can hover in midair, wrapping itself in its wings for defense. This is how it charges its deadly Hellfire Flame attack. Dodge the fiery burst it emits, and counterattack before it wraps itself up again.

TORTURE COIL

Subterranean Titans that scavenge the depths of the Earth's Surface.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	Unknown	The Constrictor	Unknown

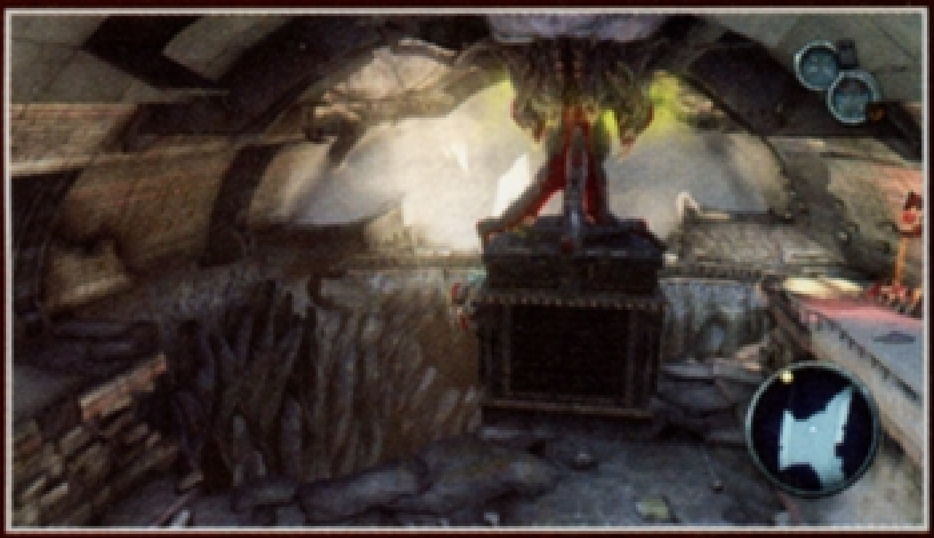


The Torture Coil is a massive, underground beast with unparallel strength. It lies in the deepest reaches of The Hollows and breaks through the wall to destroy anything it senses moving. There is no fighting the Torture Coil—you never even fully see it. But you'd better have a plan in place to distract the massive beast, lest your mission end in failure.

GOREMAW

Feeding talons that cannot be killed, only injured. They lie in wait for their unknowing prey to walk beneath them.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	Unknown	The Gore Grinder	Unknown

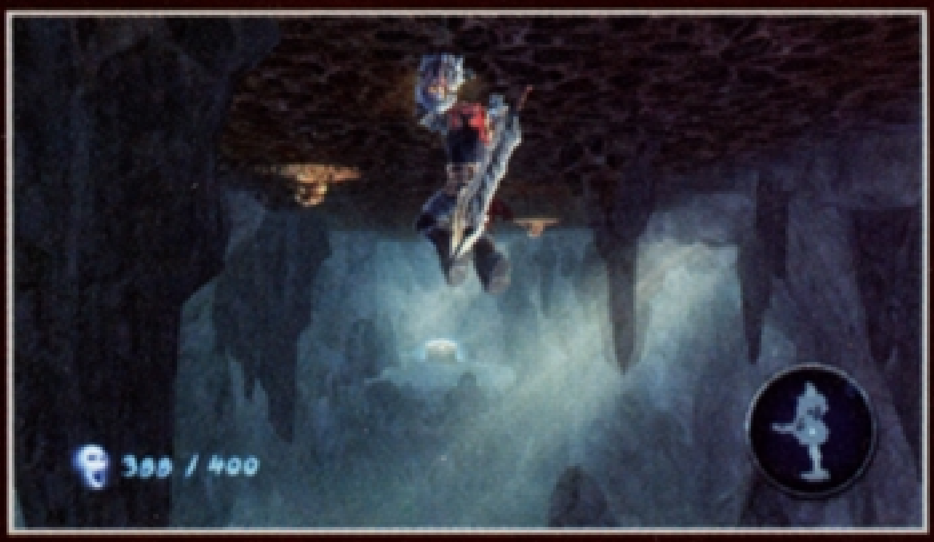


Goremaws hang from the ceiling in hopes of trapping unsuspecting prey as it walks beneath them. Some Goremaws are quite large, and you must stun them by throwing a fiery sticky bomb at them. You can stun others temporarily with the Crossblade. Look for the green residue on the floor that drips from their gaping maws. If you get caught by their Gore Grinder attack, rapidly tap the Action button to pry open their massive jaws and escape before you're swallowed whole. You can exploit its disregard for taste by sliding a crate or another indestructible object under it—then hang onto the object for a lift into the air.

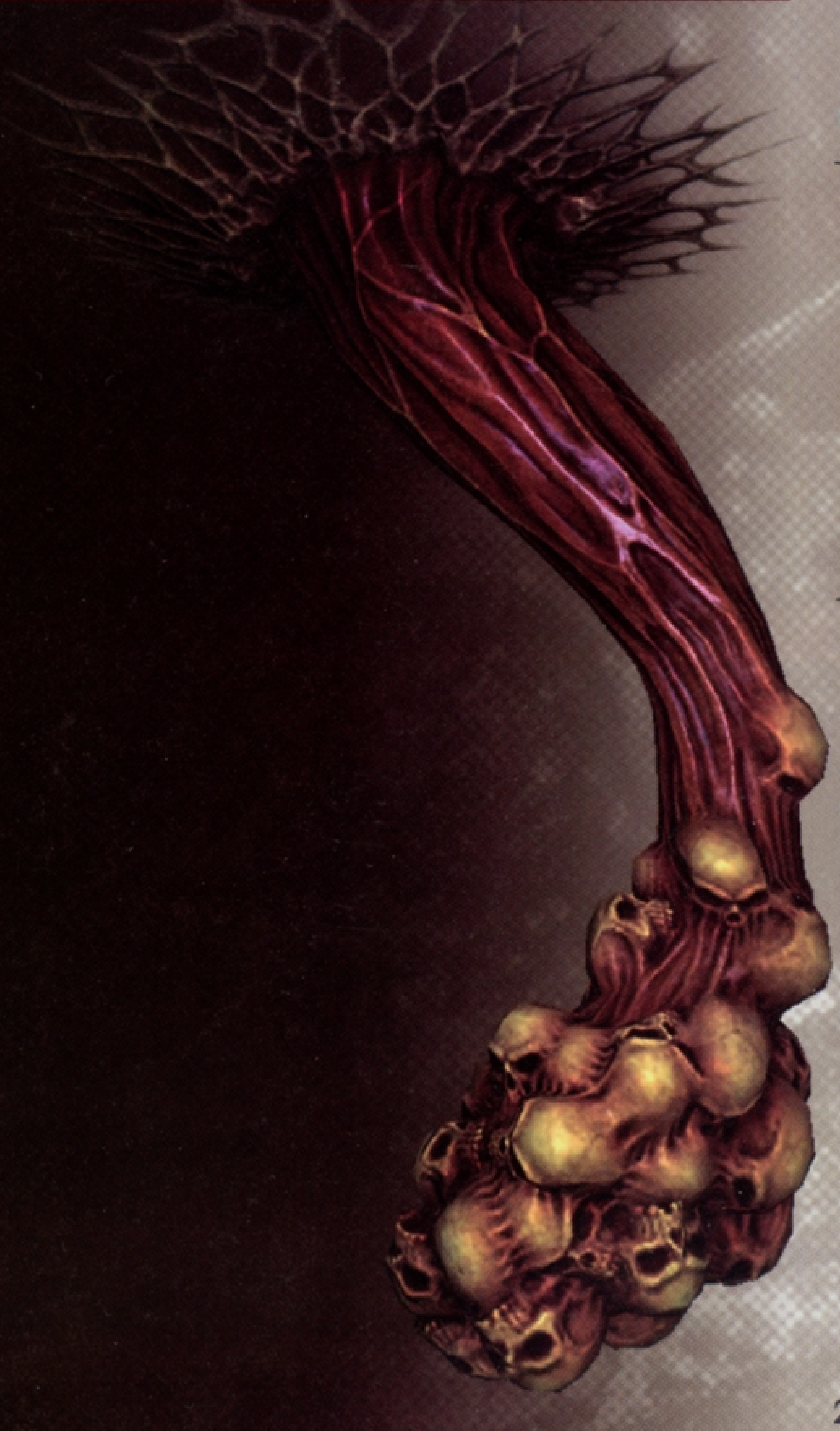
LASHER

A twisted, fleshy mess made from the crushed bones of its many victims. They inhabit the demonic growth seen throughout the world.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	Unknown	Fleshlash	Unknown



These tentacle-like growths emerge from the Demonic Growth that permeates much of the world since the End Days. True to their name, these tongue-like entities lash at you as you clamber past. Slice them with the Chaoseater as soon as the pile of crushed skulls begins to rise out of the Demonic Growth. Some Demonic Growth also has explosive charges that may look like Lashers, but they blink red. Stay clear of these traps!

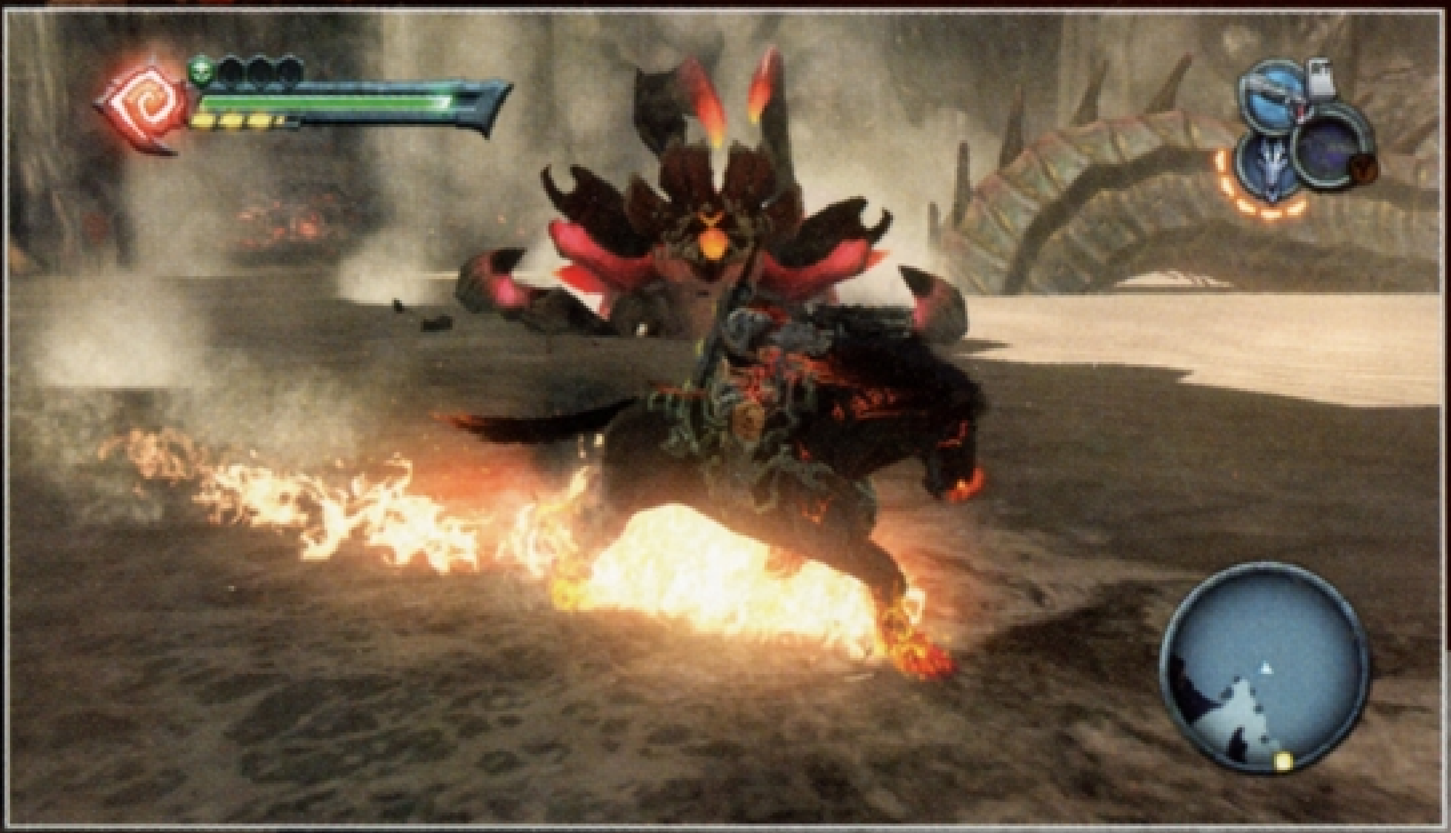


ASH TITAN

Giant sand worms that scour beneath the Ashlands.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	Unknown	Earth Swallow	Instant Kill

These monstrous sandworms that rule the plains of the Ashlands can devour you in a single bite if you don't stay on solid ground. The only way to combat an Ash Titan is by riding Ruin. Sprint away from the Ash Titan's massive maw while you fire Mercy at the tender spot within its mouth. You can't move fast enough through the ash to accomplish this on foot. Ash Titans are to be feared until you reunite with Ruin.



Phantoms

PHANTOM GUARD SOLDIER

Minion grunts from the demon realm.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	250	The Cleaver	10

Phantom Guard Soldiers are the most basic Phantom enemies. They are extremely common throughout your journey's early goings. They are not particularly strong, and well-timed Block Counters can chop them down quickly. They typically swing their axes with sudden overhead chops, but they sometimes opt for horizontal swings. Most every attack at your disposal can damage a Phantom Guard Soldier. Use a Blade Geyser attack if they surround you. Otherwise, trust that you can overpower these minions with relative ease.

PHANTOM CAPTAIN

Commander of the demonic legions.

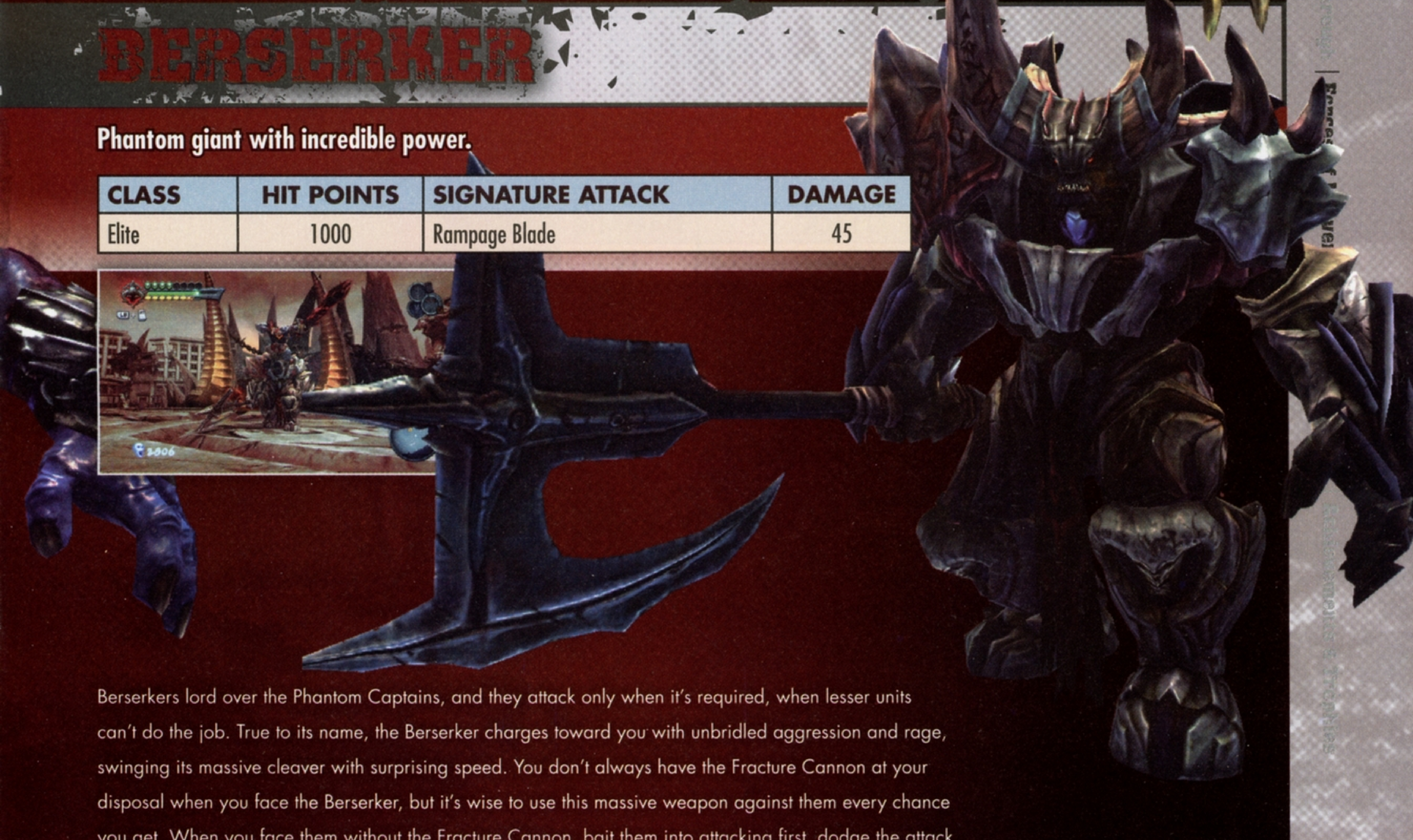
CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	375	Gutbuster Uppercut	15

Phantom Captains are upgraded versions of Phantom Guard Soldiers. They have heavier armor, and their double-bladed axes can deliver attacks that are far more devastating. Keep clear of their leaping uppercut attacks, or risk suffering more damage than you might expect. The Gutbuster Uppercut can also knock you on your back, leaving you vulnerable to attacks from other enemies. Knock Phantom Captains back with the Scythe or Tremor Gauntlet to buy time for a Power Strike or Demon's Edge attack.

BERSERKER

Phantom giant with incredible power.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1000	Rampage Blade	45



Berserkers lord over the Phantom Captains, and they attack only when it's required, when lesser units can't do the job. True to its name, the Berserker charges toward you with unbridled aggression and rage, swinging its massive cleaver with surprising speed. You don't always have the Fracture Cannon at your disposal when you face the Berserker, but it's wise to use this massive weapon against them every chance you get. When you face them without the Fracture Cannon, bait them into attacking first, dodge the attack, and leap into a Flipsaw attack.

DEVASTATOR

A powerful, tank-like brute that carries the formidable Fracture Cannon weapon.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1000	Fracture Bolt	20

The Devastator wears armor equal to that of the Berserker, but it carries the potent Fracture Cannon instead of a cleaver. Dodge the Fracture Bolts and close the gap on the Devastator quickly before it fires again. The Devastator isn't likely to detonate Fracture Bolts at close range. Use Chaos Form or Blade Geyser attacks to destroy the Devastator, and then grab its dropped weapon. Don't let the Fracture Cannon out of sight until you're certain that no more Devastators or Berserkers remain! Most Devastators take positions on distant ledges to snipe from afar—use the Fracture Cannon to show them that there's no place to hide from the Horseman!

PHANTOM GENERAL

Phantom general assigned to guard the prison of Samael.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	750	Storm Geyser	15

The Phantom General is among the toughest Phantoms, and it attacks with a much larger cleaver. The Phantom General's weapon inflicts only moderate damage, but it erupts in a powerful energy blast when it's brought down from overhead. Stay in front of the Phantom General and dash to avoid its Storm Geyser attack. Then circle around and attack with the Harpoon Tackle or Flipsaw. Watch for it to summon additional Phantom Guard Soldiers, and use hit-and-run tactics to stay safe.

The Undead

UNDEAD SOLDIER

Undead knights summoned to serve the demonic army.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	375	Thrasher	15

Undead Soldiers are similar to Phantom Guard Soldiers, but they are much stronger and attack with increased ferocity. Their stylized Thrasher attack has them swing their lengthy broadswords with reckless abandon. Block the initial sword swing to create an opening, and beat them back with the Power Swing. Use the Crossblade and Ricochet enhancement to damage multiple enemies at once, and then lure them close to unfurl the Blade Geyser.

UNDEAD LORD

Elite undead knights from the depths of hell.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	625	Bone Crusher	25

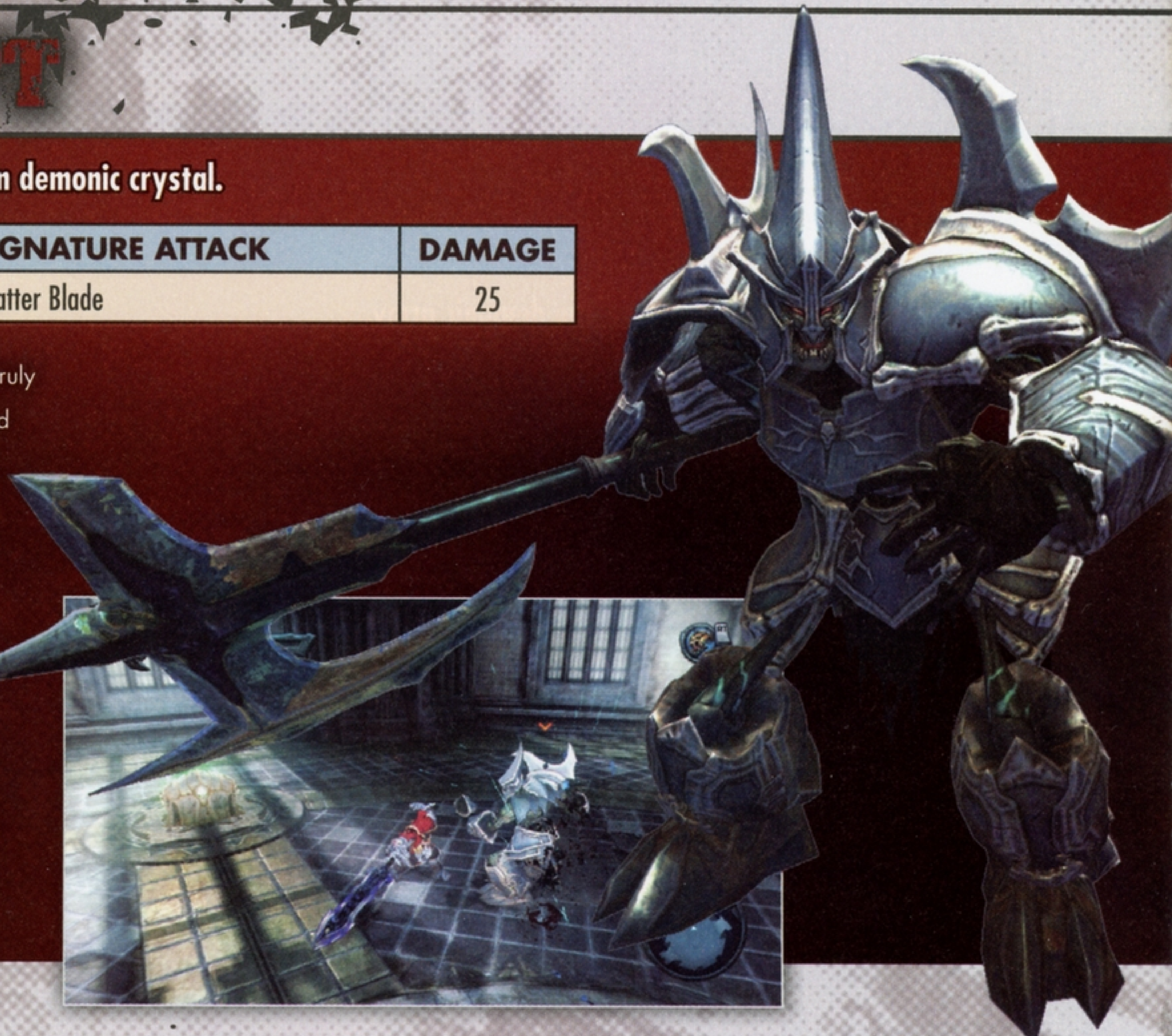
Undead Lords glow with the cool blue energy of the underworld. They are far more powerful than lower-level Undead Soldiers. Undead Lords can unleash a spinning attack that's difficult to avoid and can drain your health in a hurry if you don't guard against it in time. It's best to take on Undead Lords with a level-3 or level-4 Blade Geyser. Draw them in close and unleash the Wrath Power to soften them up for an Instant Kill. Attacking them while you ride Ruin also works well, provided you don't get cornered.

CONSCRIPT

Undead brute with armor made from demonic crystal.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Shatter Blade	25

These armor-clad giants are among the first truly dangerous enemies you meet. Their overhead Shatter Blade attacks erupt in a massive growth of crystal that can turn a near miss into a direct hit if you don't dash away soon enough. Trying to block or leap over the Shatter Blade is futile. Keep as far from the Conscript as possible, and use charged Crossblade attacks to destroy its armor piece by piece. You must destroy the Conscript's helm, gauntlets, and body armor to weaken the beast enough to deliver a finishing blow.



SHIELD LORD

Heavily armored undead brute.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1250	Maelstrom Fury	45

The Shield Lord is one of the most imposing enemies you face in your time on Earth. The creature uses its namesake shield to block most incoming attacks and to push you aside if you get too close. Hang back and wait for the Shield Lord to attack first, as its massive stone axe often gets stuck in the ground for several seconds. Leap into action and gradually strip the Shield Lord of its armor. Don't get cocky once its shield is cast aside, as the Shield Lord can then use two hands to wind up its spinning Maelstrom Fury axe attack. Wait for the spinning to stop, and then dash forward with a Harpoon Tackle for the kill.

Minions

MINION

Grotesque scavengers of bloody battlefields.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	250	Lurching Claw	20

These demonic hell spawn scamper the ground like packs of oversized rodents looking for something—or someone—to devour. Their claws are razor sharp, and their bodies are larger then they first appear, but they are among the weaker creatures. You need only one or two Chaoseater swings to soften them up for an Instant Kill. Minions often attack in packs—decimate their numbers with a well-timed Blade Geyser attack.

FLAMECALLER

Demonic archers that lurk in the shadows.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	375	Molten Core	18

Flamecallers look similar to the aggressive Goreclaw, but they try to stay far out of sight and attack when you're preoccupied with larger, deadlier enemies. Watch for fiery projectiles to fly in from the shadows—turn and toss the Crossblade in their direction. You can kill Flamecallers pretty easily with a number of attacks. Sometimes it's better to move on and not risk being a flaming pincushion as you try to flush them out of hiding.

GORECLAW

Fearless hunters with unfathomable hunger.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	500	Barrelblades	20

The Goreclaw is the strongest member of the Minion clan. It thinks nothing of rushing straight toward you and leaping into its interpretation of a Flipsaw attack. You can't Block Counter this attack, but you can guard against it to minimize the damage. Goreclaws are extremely aggressive and quite strong, but they lack any form of defense. You can hack and slash them with relative ease.

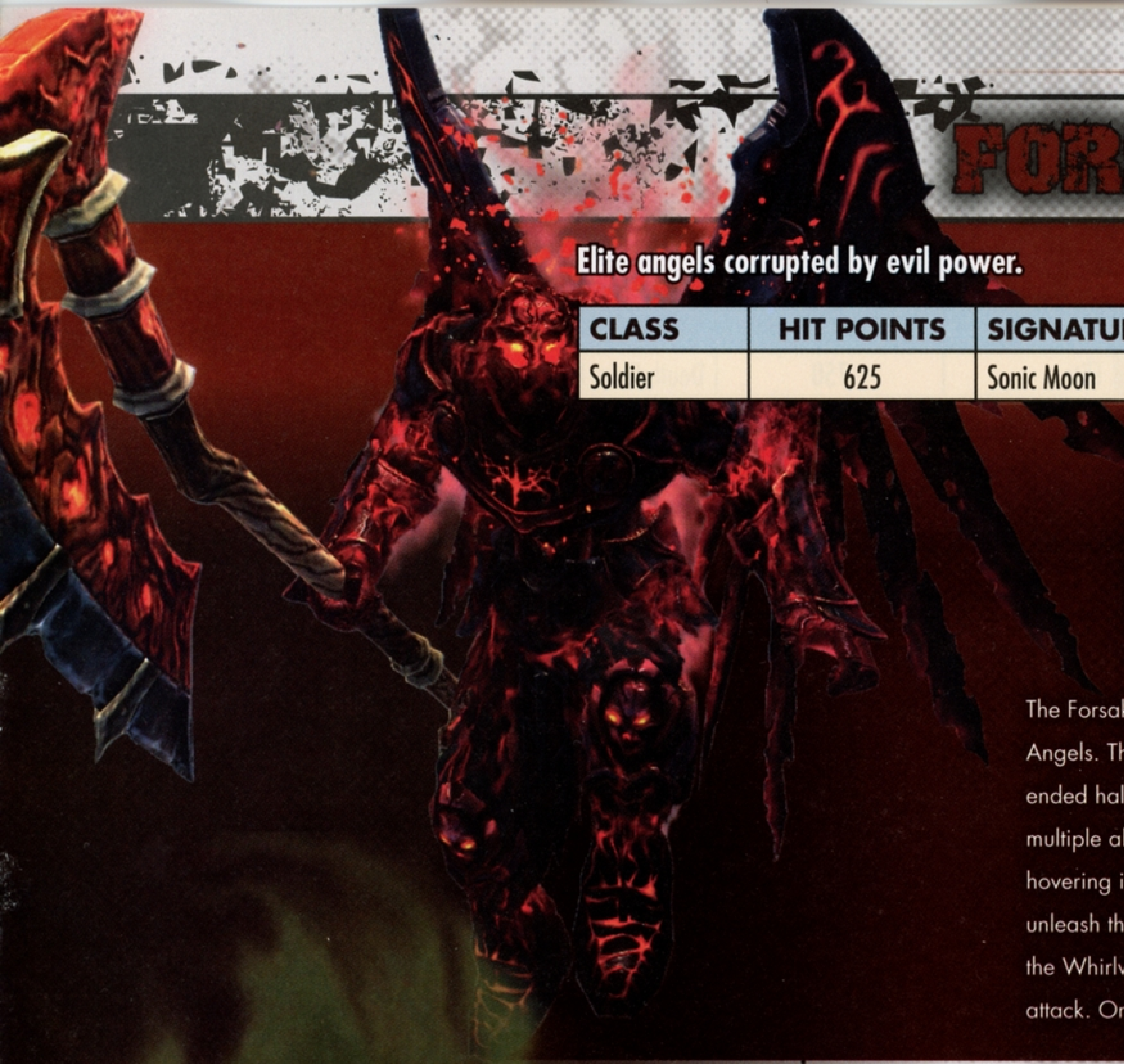
Outcasts

FALLEN ANGEL

Outcasts abandoned by heaven, left to wander the Earth.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	500	Soul Grinder	20

Fallen Angels are similar in shape to Angel Soldiers, but they glow blue and utilize melee attacks. They fly several feet above the ground and twirl their halberds to grind Souls out of you. Shoot them with Mercy or knock them out of the air with the Crossblade. Then move in for the attack. The Whirlwind Combo is especially useful against grounded Fallen Angels, as it keeps you outside their Soul Grinder attacks' range while it connects with enemies on all sides.



FORSAKEN

Elite angels corrupted by evil power.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	625	Sonic Moon	25

The Forsaken are more powerful versions of Fallen Angels. They glow red and swing much larger, double-ended halberds. Forsaken attack in groups and from multiple altitudes. Use the Abyssal Chain to pull those hovering in space down to the ground before they unleash their Sonic Moon attacks. Hit them hard with the Whirlwind Combo and the Scythe's Reaper Blade attack. Or, better still, unleash Chaos Form!

ROT MAULER

Disease-ridden outcasts of the underworld.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Plague Breath	50

It takes only one look at these festering beasts to know they are as toxic as they are ugly. Watch for them to turn green as they prepare their Plague Breath attack, and keep back! Use a charged Crossblade to disrupt the Plague Breath attack, and then move in for close-range Chaoseater attacks when the green glow dissipates. Getting too close to the Rot Mauler while it glows green poisons you. You take on a green glow and gradually lose health over time.

SHADOWCASTER

Forgotten shaman that practices the forbidden arts.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Death From Below	5

This mystical, snake-like creature slithers through the air and relies on its magical prowess to summon attacks from the ground. Knock the Shadowcaster out of the air and put it on the defensive, lest shadowy attacks from underfoot plague you. Use the Abyssal Chain to pull the Shadowcaster within reach. Then slash at it with the Chaoseater or Scythe to destroy it. Perform an Instant Kill when you're prompted—there's great joy to be had ripping this foul creature to pieces!

TRAUMA

Chain-bound Berserker demon that holds no allegiances.

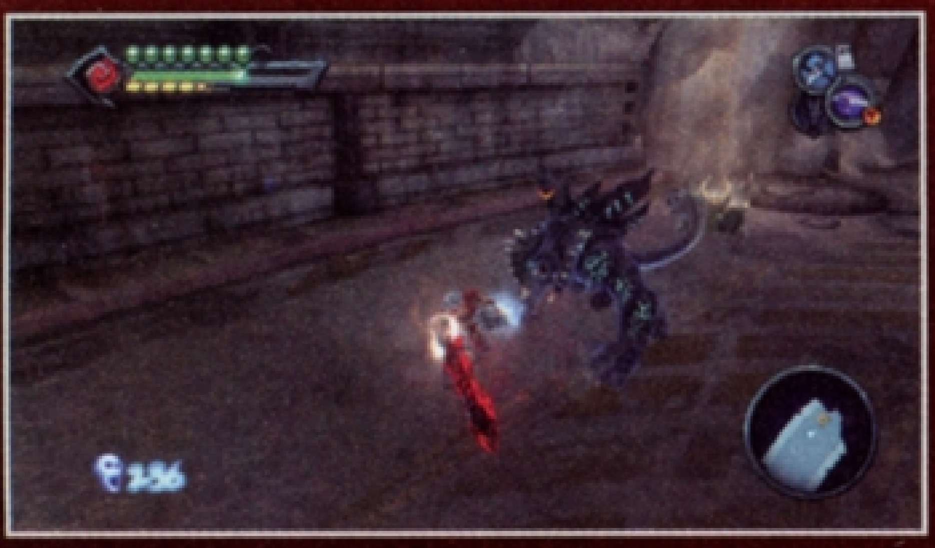
CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1350	Lunging Claw	30

This powerful demon typically waits to attack until it can get your undivided attention. It uses massive claws to throw cars and other obstacles at you—catch the thrown objecets and hurl them back at the Trauma! You cannot block its close-range claw attacks. Keep moving to avoid its Lunging Claw attack, and leap into the air for a Flipsaw attack. Get behind the Trauma and use powerful, quick-hitting attacks, such as the Power Strike or Demon's Edge, to inflict massive pain. Perform an Instant Kill at the first opportunity. Don't hesitate to activate Chaos Form if multiple Traumas surround you!

GRAPPLECLAW

Savage beasts with relentless ferocity.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1000	Frenzy	30

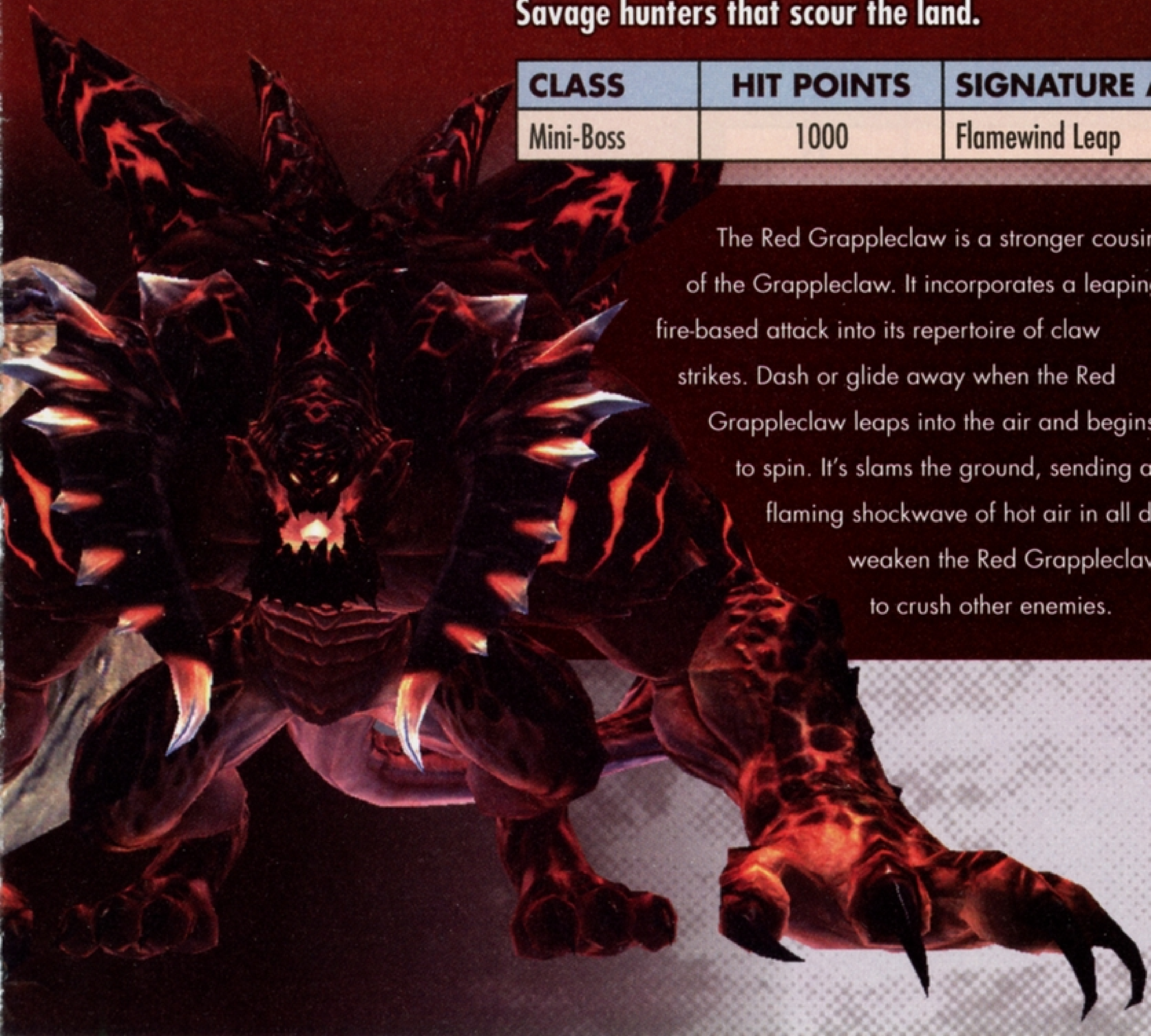


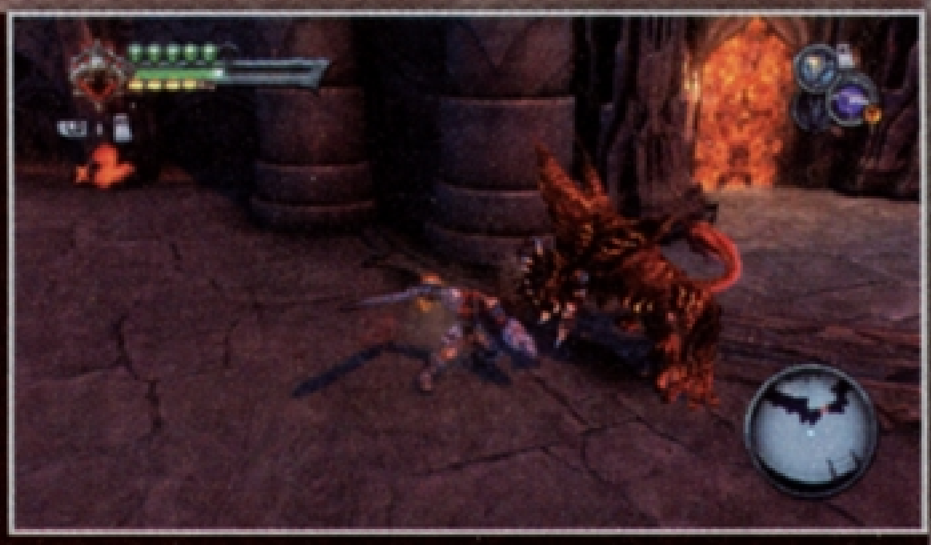
The Grappleclaw is a massive, four-legged monster that resembles a dinosaur with a lengthy tail and giant chest. It uses its long front legs to club you and knock you about. The good news is that you can use this massive beast against other nearby enemies. Slash at the Grappleclaw with any manner of attack, and press the Action button when you're prompted to hop onto the cretin's back. The Grappleclaw goes into its Frenzy attack, swiping everything. You automatically cut off the beast's spikes while you steer it toward other enemies. Repeat this process a second time, and watch as you ultimately behead the beast.

RED GRAPPLECLAW

Savage hunters that scour the land.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1000	Flamewind Leap	100





The Red Grappleclaw is a stronger cousin of the Grappleclaw. It incorporates a leaping, fire-based attack into its repertoire of claw strikes. Dash or glide away when the Red Grappleclaw leaps into the air and begins to spin. It's slams the ground, sending a flaming shockwave of hot air in all directions. Use Wrath Powers or Chaos Form to weaken the Red Grappleclaw. Then hop onto it at the prompt, and use it to crush other enemies.

JAILER

Lumbering demons that walk the wastelands of the demonworld looking for lost souls.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	Unknown	Cage Summoner	N/A

This enormous beast clangs around the Twilight Cathedral, using its Cage Summoner attack to spawn numerous Undead Soldiers. Though the Jailer slams down its cages to squash you, it relies primarily on Undead Soldiers to do its bidding. Maintain a safe distance from this beast, and use the Crossblade to target the three pustules on its swollen back. Rupture these obvious weak points. Then move forward to chop at the withered soul that falls from the cage on the Jailer's chest.

GUARDIAN

Ancient construct that protects the Black Throne.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Special	Unknown	Bull Dozer Spin	75

The Guardians that protect the beams inside the Black Throne are ancient creations powered by a sphere of plasma energy contained within their torsos. They spin and swing their ball and chain weapons with tremendous force. They are invulnerable to any of your attacks—that is, except one! You must use the Voidwalker to land on top of the Guardian and thrust the Chaoseater into the orange weak spot on its head. Then, after the creation collapses in a pile, leap down and slash at the energy core that powers it.

Angels

ANGEL SOLDIER

Righteous soldiers of heaven.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Soldier	375	Light Cannon	8

Even these lesser Angel Soldiers pose quite a threat when you're outnumbered. Angel Soldiers fly several feet off the ground and swing their halberd-like weapons like swords when they aren't firing projectiles. Angel Soldiers typically attack in groups of four or more. They require several firm hits before they're vulnerable to an Instant Kill. Chain together a rapid series of attacks to fill the Chaos Meter, and unleash your Chaos Form against these pesky men of the cloth. Use the lock-on system with a series of charged blasts to take out Angel Soldiers you encounter while you're on the Angelic Beast.

ANGEL CHAMPION

Angel champion sent to defend Heaven's honor.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Lancer Rush	25

Angel Champions are stronger and more aggressive than Angel Soldiers. They are capable close-range combatants, and they wield their shields and swords with great acumen. Use Chaos Form or the Scythe to dispatch multiple Angel Champions. Otherwise, focus on the individual and look for an opportunity to Bloc Counter its attack. The Angel Champion uses its shield to deflect your attacks, so look for openings to counterattack, or use your Wrath Powers to break through the Angel Champion's defenses.

STORM WARDEN

Heaven's flying squadron.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Skybolt	35

Storm Wardens are the most dangerous members of Heaven's Army, thanks to their powerful Redemption cannons. These energy cannons fire in rapid fashion or unload a powerful but slow-moving blast. Use the Crossblade to knock the Storm Warden out of the air. Then leap and attack it with the Flipsaw or Demon's Edge. The Storm Warden is fairly defenseless when it's grounded and attacked at close range, so maintain the pressure and look for an opportunity to perform an Instant Kill—you kick him to the ground and bash in the Storm Warden's face!

Wraiths

WRAITH SCOUT

Demon princess of the underworld.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	750	Blade Flurry	20

The Wraith Scout is a demonic sword-wielder that floats on a cushion of air and twirls twin sabers in a furious fashion. Dealing with even a single Wraith Scout can prove troublesome, so be careful. Let the Wraith Scout attack first, and guard against the Blade Flurry. Then counter with the Scythe. Continue to slash at her with big Scythe swings, or set her aflame with the Immolation Wrath Power. You can snap the demon in two for an Instant Kill once you weaken her.

WRAITH SOLDIER

Vengeful spirit with twin blades of torture.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1250	Dancing Blade	45

Wraith Soldiers are similar in appearance to the Wraith Scout, but these spirit creatures shift in and out of the visual realm. You can't inflict any damage on a Wraith Soldier while it's in its ghost-like phase, but that doesn't mean it can't attack you! Avoid the blue wisps, and wait for them to materialize into tangible, quasi flesh-and-blood demons that you can rip to shreds with the Scythe. However, wraith Soldiers are a lot tougher than Wraith Scouts, and we highly recommend using Chaos Form or Stoneskin to deal with them.

Abyssal Knights

ABYSSAL RIDER

Black knights of the underworld.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1000	Blade Lancer	18

Abyssal Riders roam the plains of the Ashlands and attack atop unarmored horses. They ride past and slash their lances to knock you from Ruin. Their attack is even more harmful when you're on foot. You can easily cut Abyssal Riders down to size when you're on Ruin. It's best to use the Scythe and Mercy when you're on foot. These weapons help you maintain a safe distance, and Mercy in particular allows you to target the rider directly.

ABYSSAL CHAMPION

Heavily armored cavalry of the demon army.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Elite	1250	Napalm Flash	15

Abyssal Champions aren't just well-armored versions of Abyssal Riders. These high-ranking cavalry units possess a powerful napalm attack that can send you reeling if you're on foot and tumble you off of Ruin. Use Mercy to weaken it from afar, and ride alongside to slash at it with the Chaoseater. If you're on foot, wait for it to come close and hit it with Blade Geyser and Scythe attacks. The Harpoon Tackle is also effective against Abyssal Champions, but it is admittedly a risky maneuver against a stampeding horse!

ABYSSAL GLADIATOR

Dark rider that has enslaved Ruin.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1250	Napalm Fist	15 per hit

The Abyssal Gladiator rides atop the enslaved Ruin. It has an advantage in both speed and power. The horse charges to trample you, but it also rears and kicks at you. Dash to avoid the charging horse, and use Mercy to shoot the Abyssal Gladiator in the saddle. Look for opportunities to leap into a Flipsaw attack when the horse isn't moving, and then quickly dash away. Continue using Mercy to soften him up (preferably with the Impact Rounds upgrade). Then knock him from the horse with one more Flipsaw attack. The fight gets much more personal once both of you are on equal footing.

Gholens

GHOLEN

Fire demon lord with molten hands.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1000	Flamesummon	50

This dinosaur-like creature is as fierce as it is big. It slams its powerful arms onto the ground, sending a wall of flame outward toward its prey. Dash and double-jump over this flaming shockwave. Hit the Gholen with the most powerful attacks you possess during each encounter. Power Swing and Harpoon Tackle are particularly effective, as are lengthy combos with the Chaoseater and Scythe. Dash around the Flamesummon attack's side and counter from behind the Gholen where it's safer. Continue the assault until you're prompted to perform an Instant Kill.

EARTHCRACKER

Strongarm of the underworld forces.

CLASS	HIT POINTS	SIGNATURE ATTACK	DAMAGE
Mini-Boss	1700	Dozer Charge	40

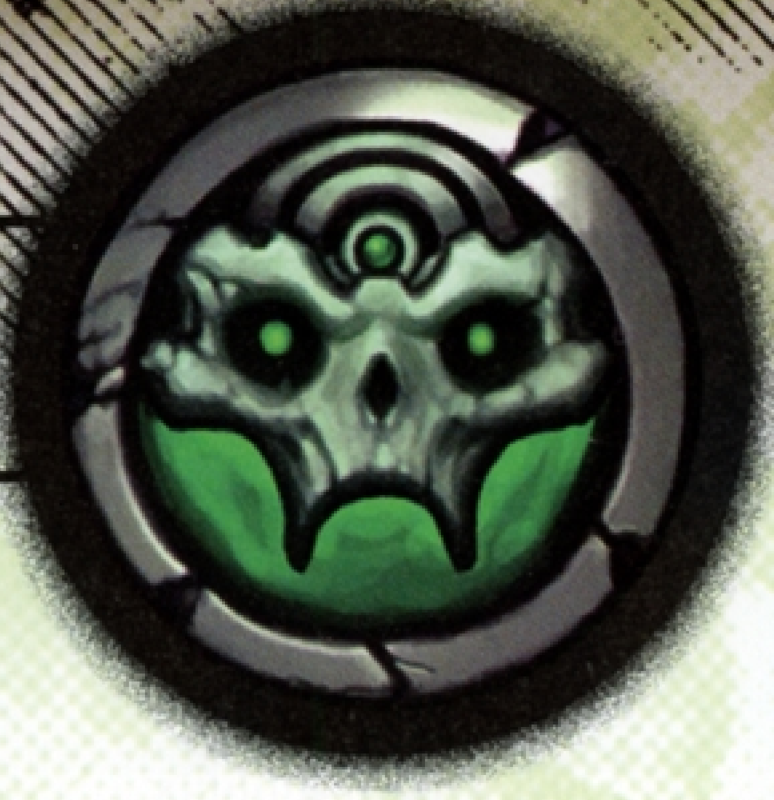
The Earthcracker is a larger, more devastating version of the Gholen. Lucky for you, the Earthcracker is also much rarer. This smoldering giant of the underworld attacks with powerful overhand punches and slams. Beware of its terrifying Dozer Charge. Watch for the Earthcracker to squat down as if to pounce—quickly dash out of its path. The Earthcracker leaps forward at surprising speed, trampling anything in its way. Take no chances with the Earthcracker—slash at it to fill the Chaos Meter, and unleash your Chaos Form at once!

COLLECTIBLES

Darksiders contains numerous items to collect, including Weapon Enhancements, Artifacts, Abyssal Armor Pieces, and Lifestone and Wrath Shards. Many of these sit right out in the open, or you obtain them by completing tasks associated with the story. But others are both hard to find and extremely valuable, most notably the Artifacts and Abyssal Armor Pieces. Finding all 27 Artifacts and 10 Abyssal Armor Pieces doesn't just unlock an Achievement/Trophy; it also makes your march against the Destroyer much more likely to succeed.

Artifacts

SOLDIER ARTIFACTS



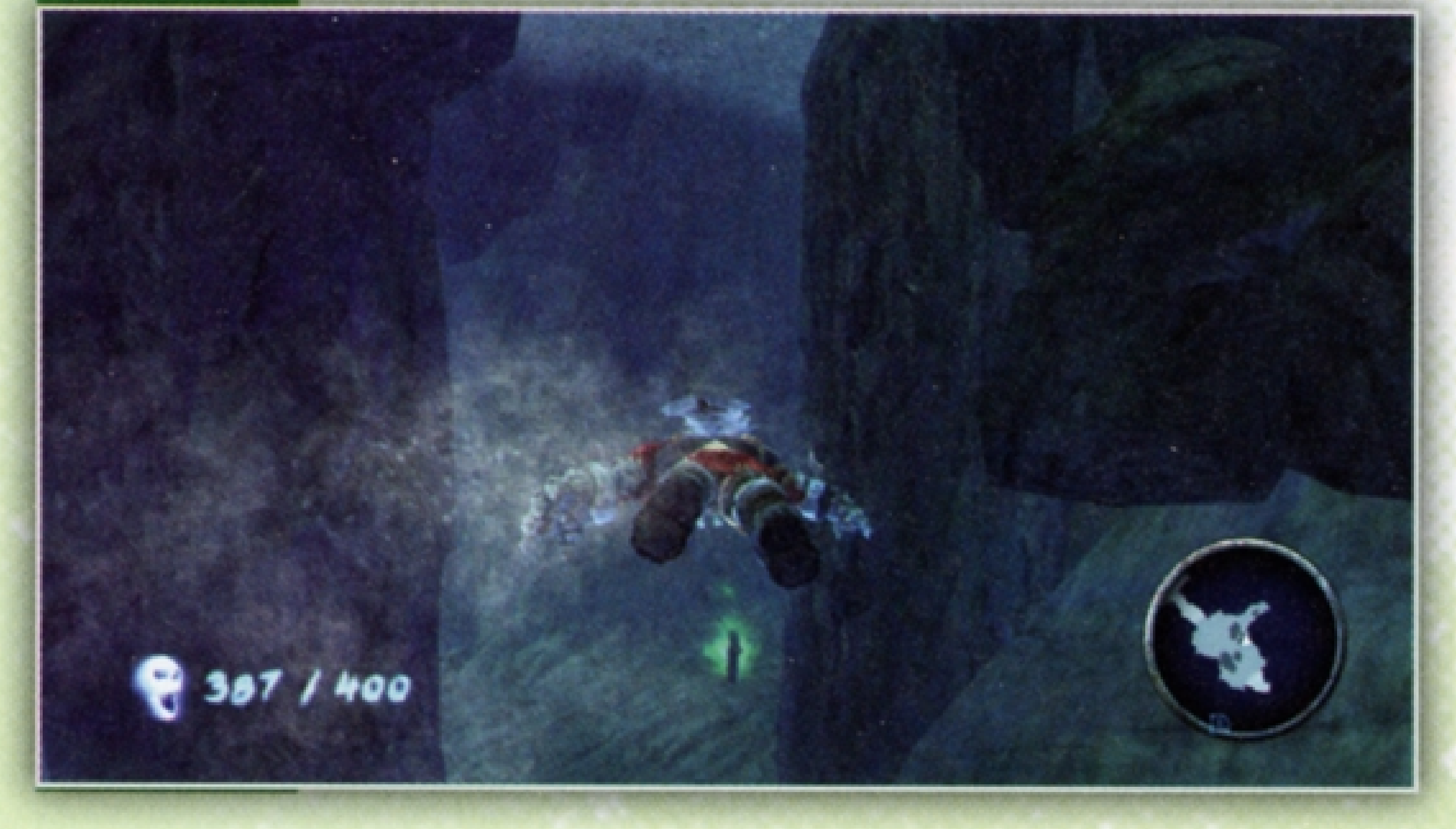
These ancient insignias were given to the Legions of Hell as trophies for the carnage of the End Days. Return them to Vulgrim, and he will reward you.

- **500 Souls paid per Soldier Artifact traded.**
- **Lifestone Shard awarded for finding all 20 Soldier Artifacts.**

1

LOCATION

THE CROSSROADS

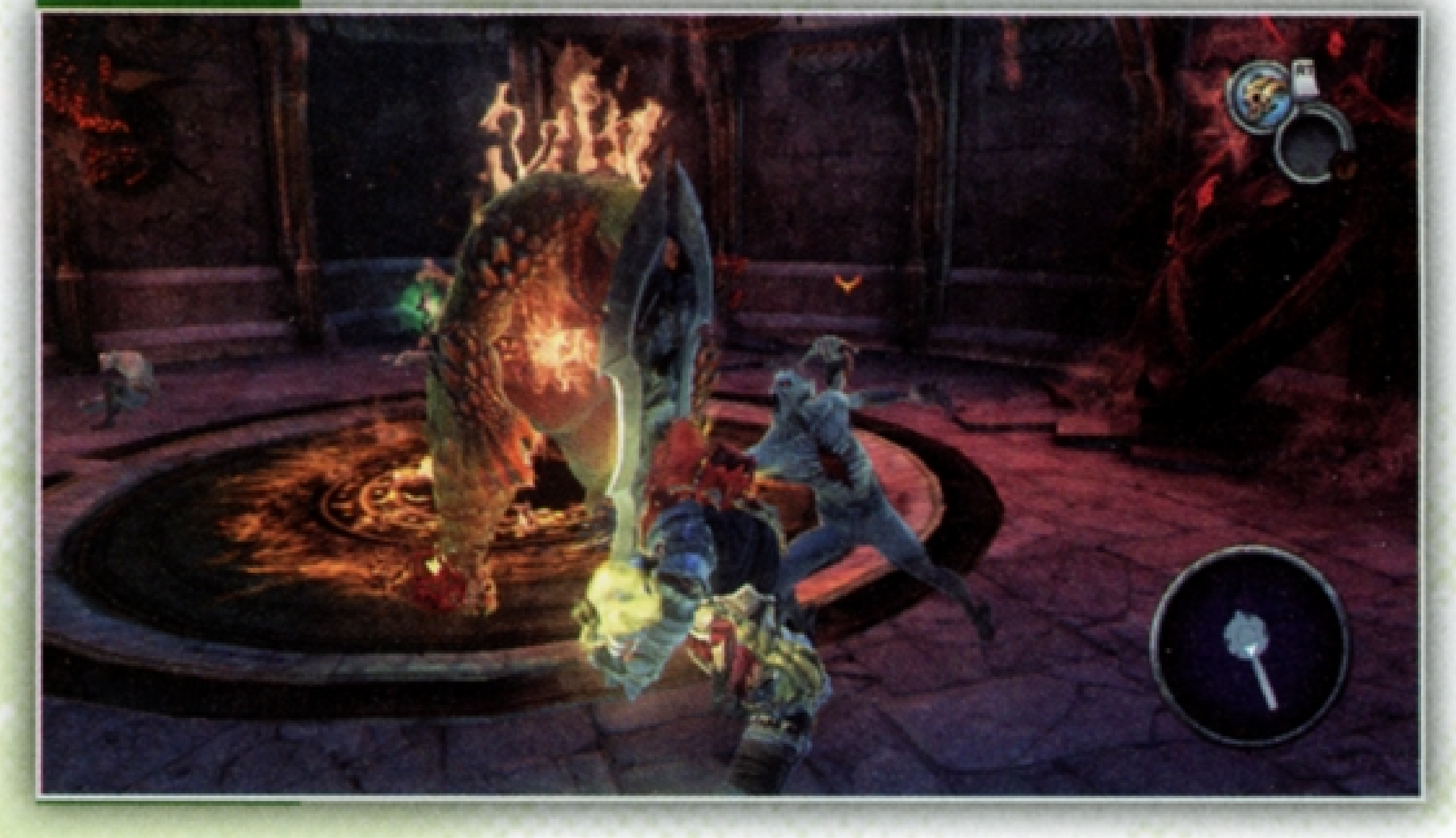


Descend the stairs on the west side of the map, and dive into the water inside the cavern. Swim down into the murky depths to find this Artifact.

2

LOCATION

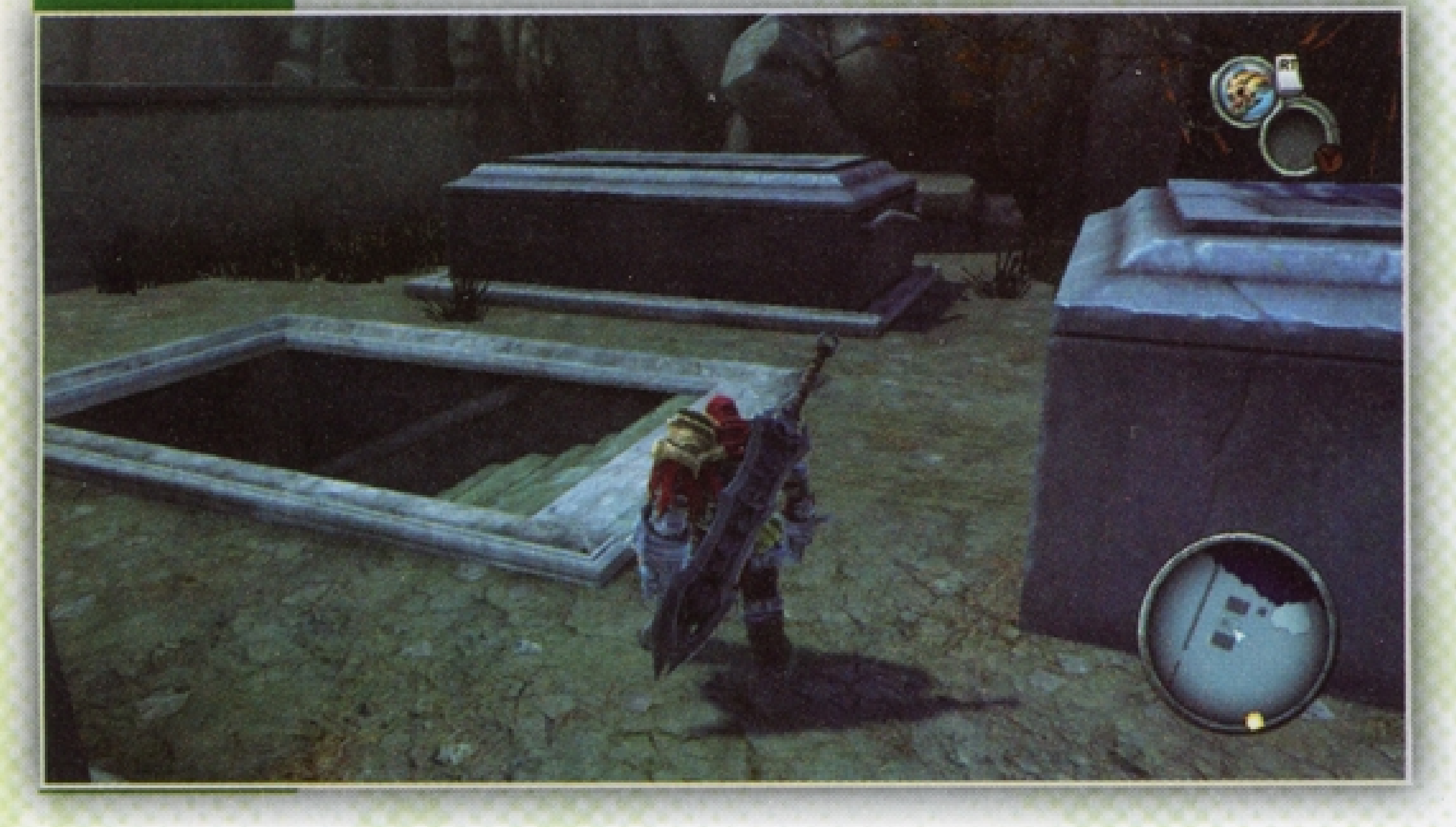
CHOKING GROUNDS



Locate the narrow staircase leading underground on the area's north side, and descend them to a circular room filled with enemies. An Artifact is on the side of the room opposite the hallway.

LOCATION

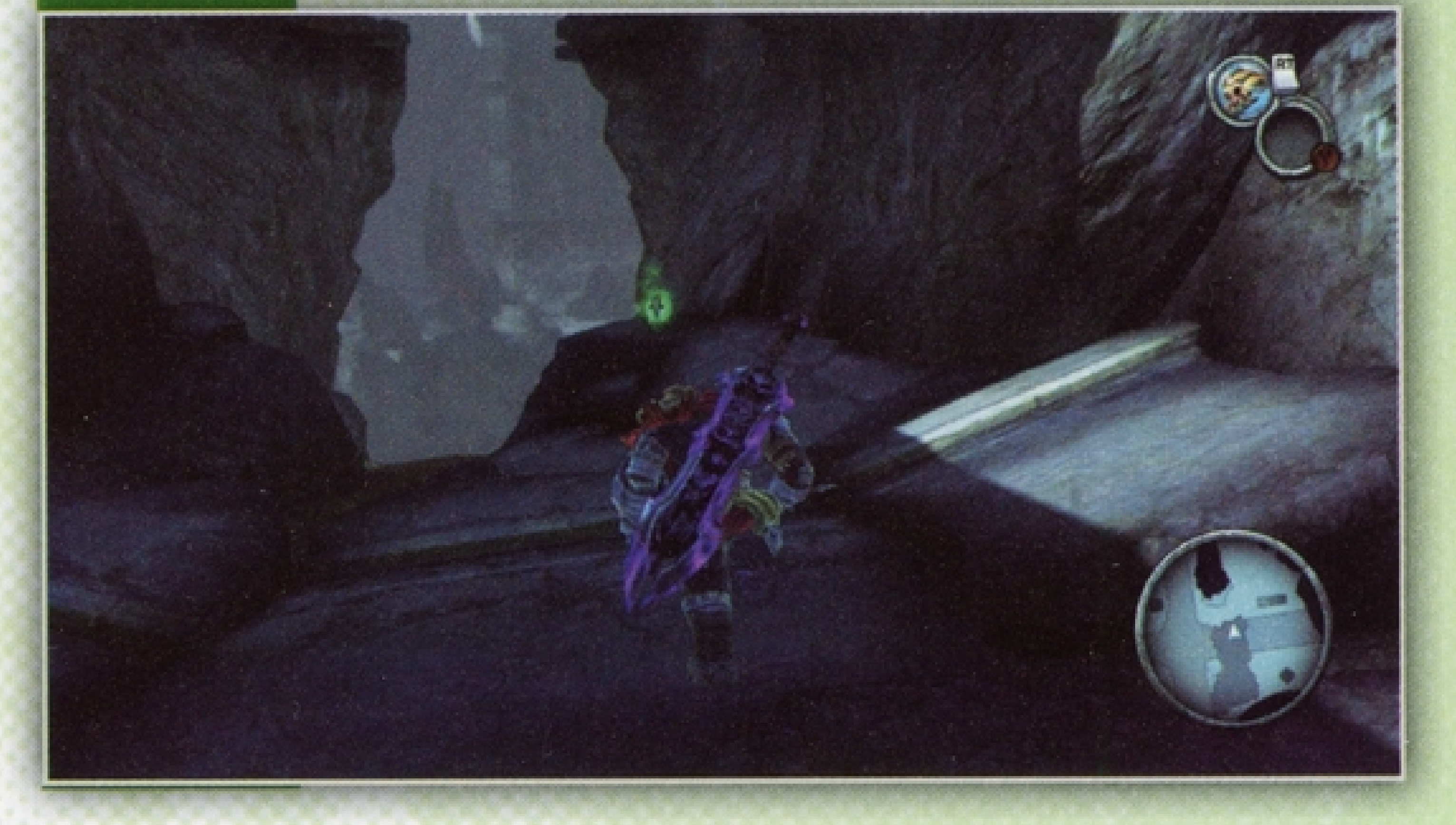
3 CHOKING GROUNDS



Cross the Choking Grounds toward the cemetery on the map's south side, and locate the three large sarcophagi near the tombstones. Grab the middle one and slide it off its foundation to reveal a secret stairwell that leads to a tomb with another Artifact inside it.

LOCATION

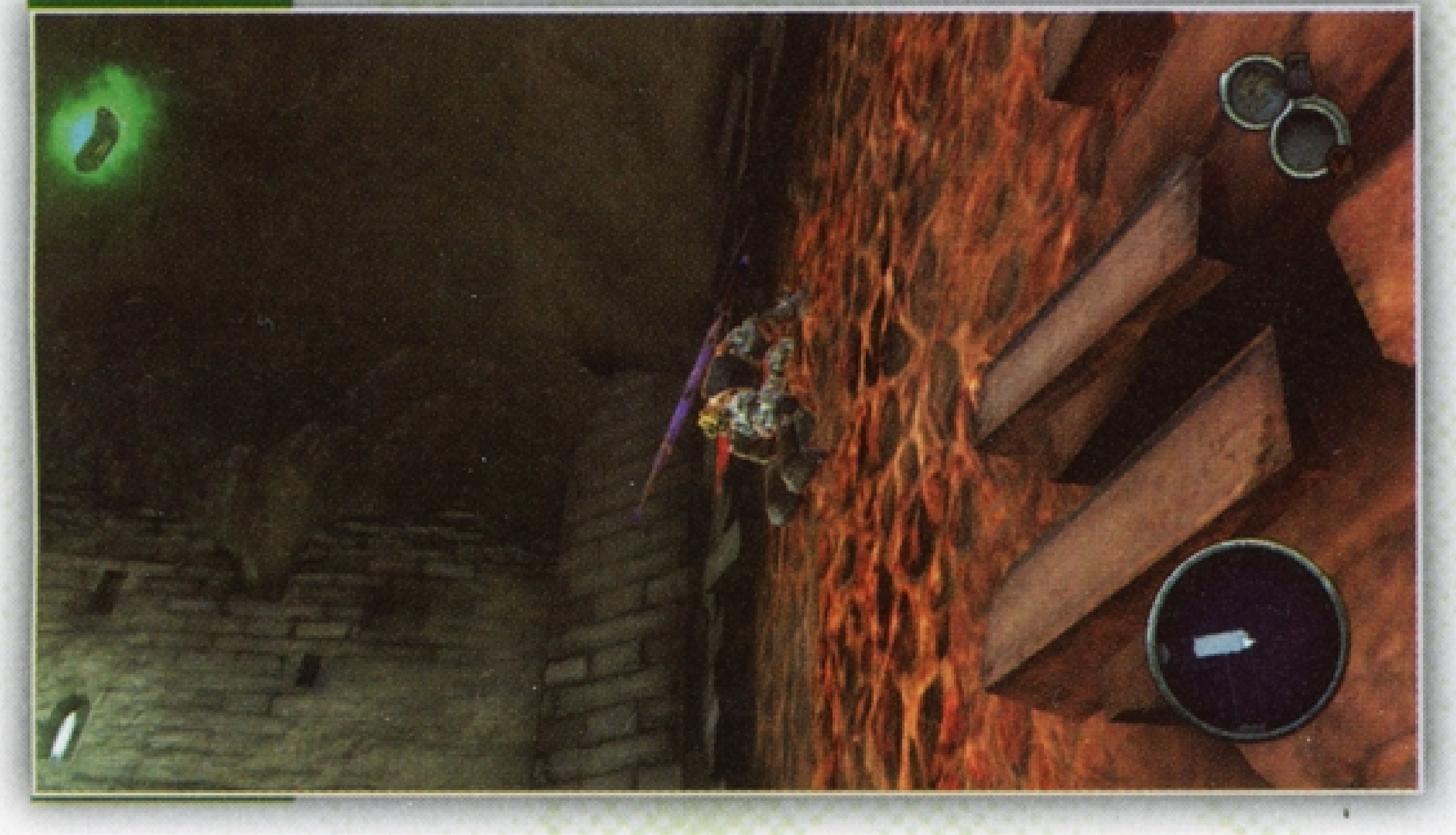
4 THE BROKEN STAIR



Drop into the pit on the intersection's right side as you exit the tunnel from the Choking Grounds. Cross the collapsed roadway to the edge. An Artifact is on the right.

LOCATION

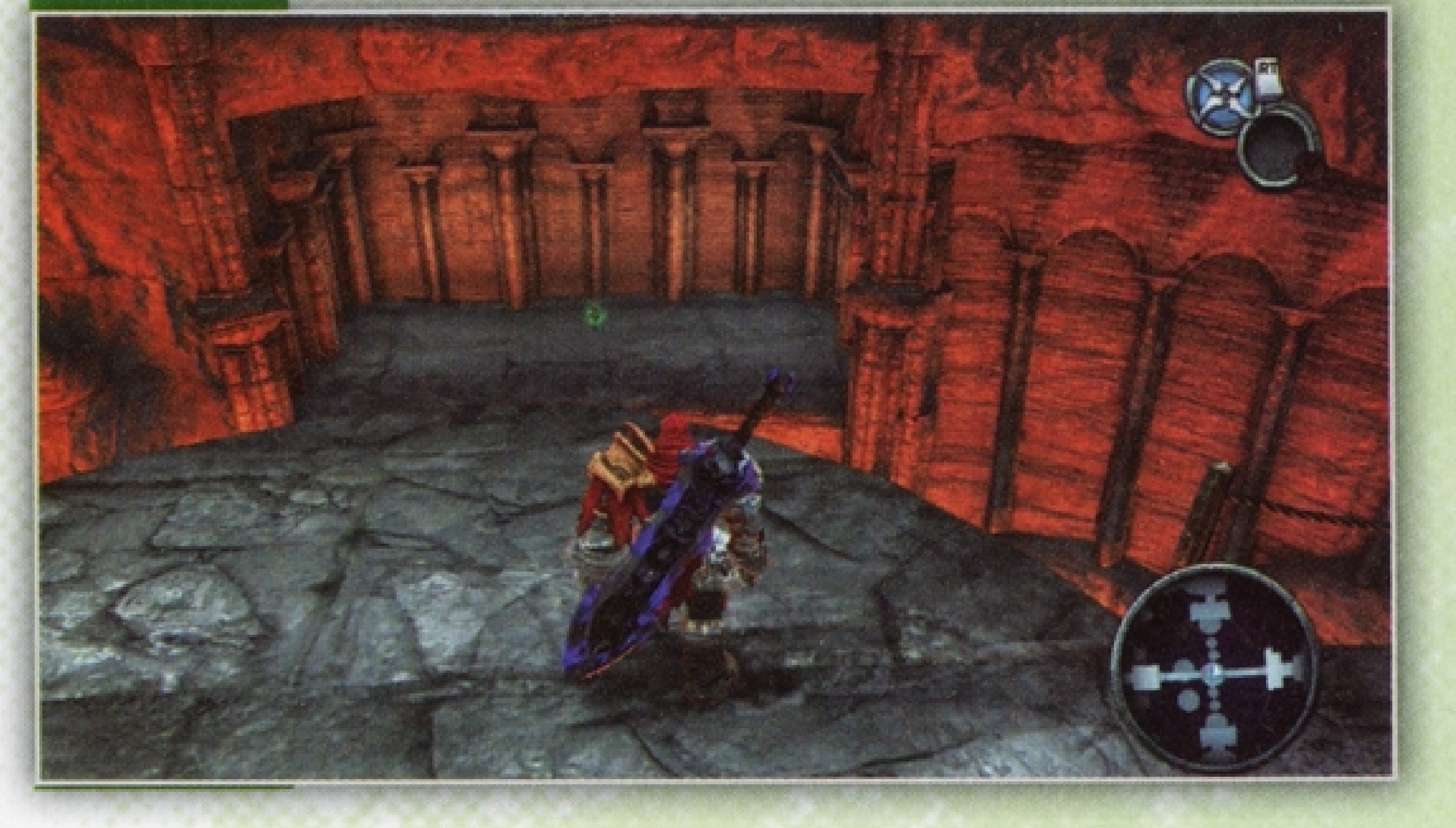
5 TWILIGHT CATHEDRAL



Drop into the pit created by the fallen statue. Use the beams on the side of the wall to reach the Demonic Growth beyond the lava. Climb up and all the way to the left. Leap backward from the wall to pluck the Artifact out of the air.

LOCATION

6 TWILIGHT CATHEDRAL

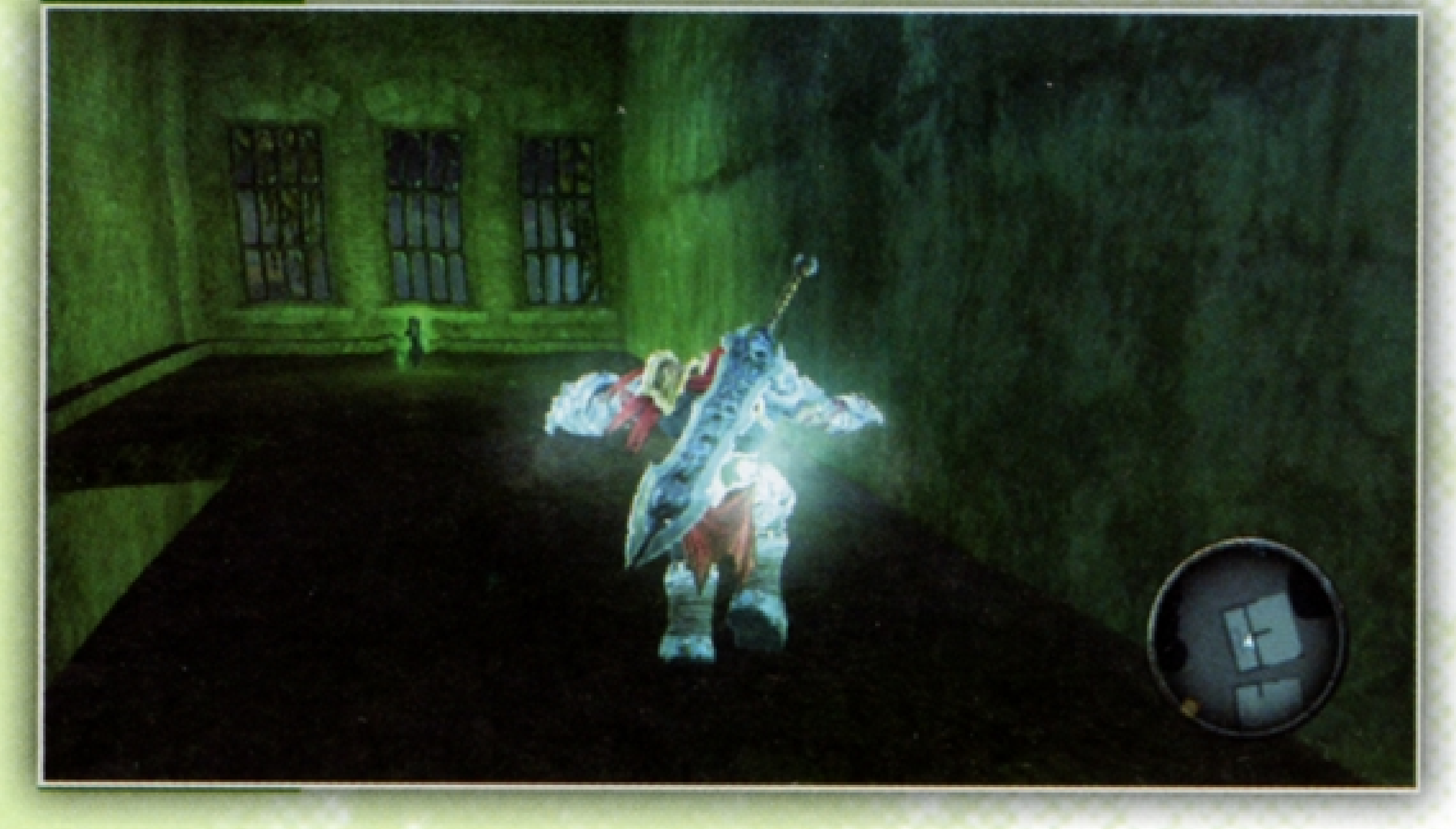


This Artifact is in the room with the spinning bridge. Glide down from the bridge to the ledge on the right side, above the gears. The Artifact sits out in the open and is easy to spot from the bridge's center.

7

LOCATION

DROWNED PASS

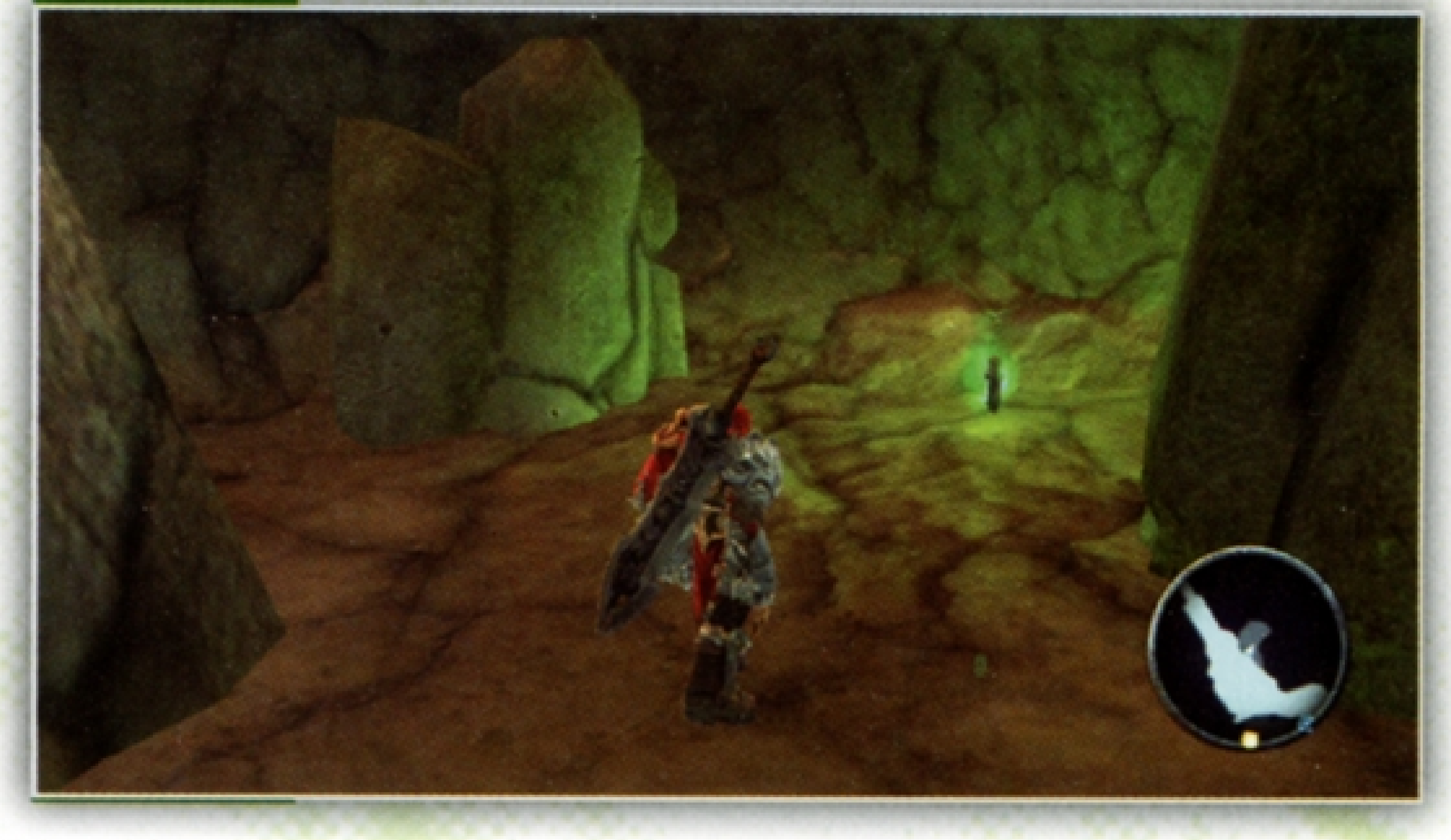


Swim into the submerged lower floor of the house closest to the Vulgrim location. Then swim up the stairs to the second floor. The Artifact is near the windows. You'll likely spot the Artifact's green glow from outside the house as you swim around.

8

LOCATION

DROWNED PASS

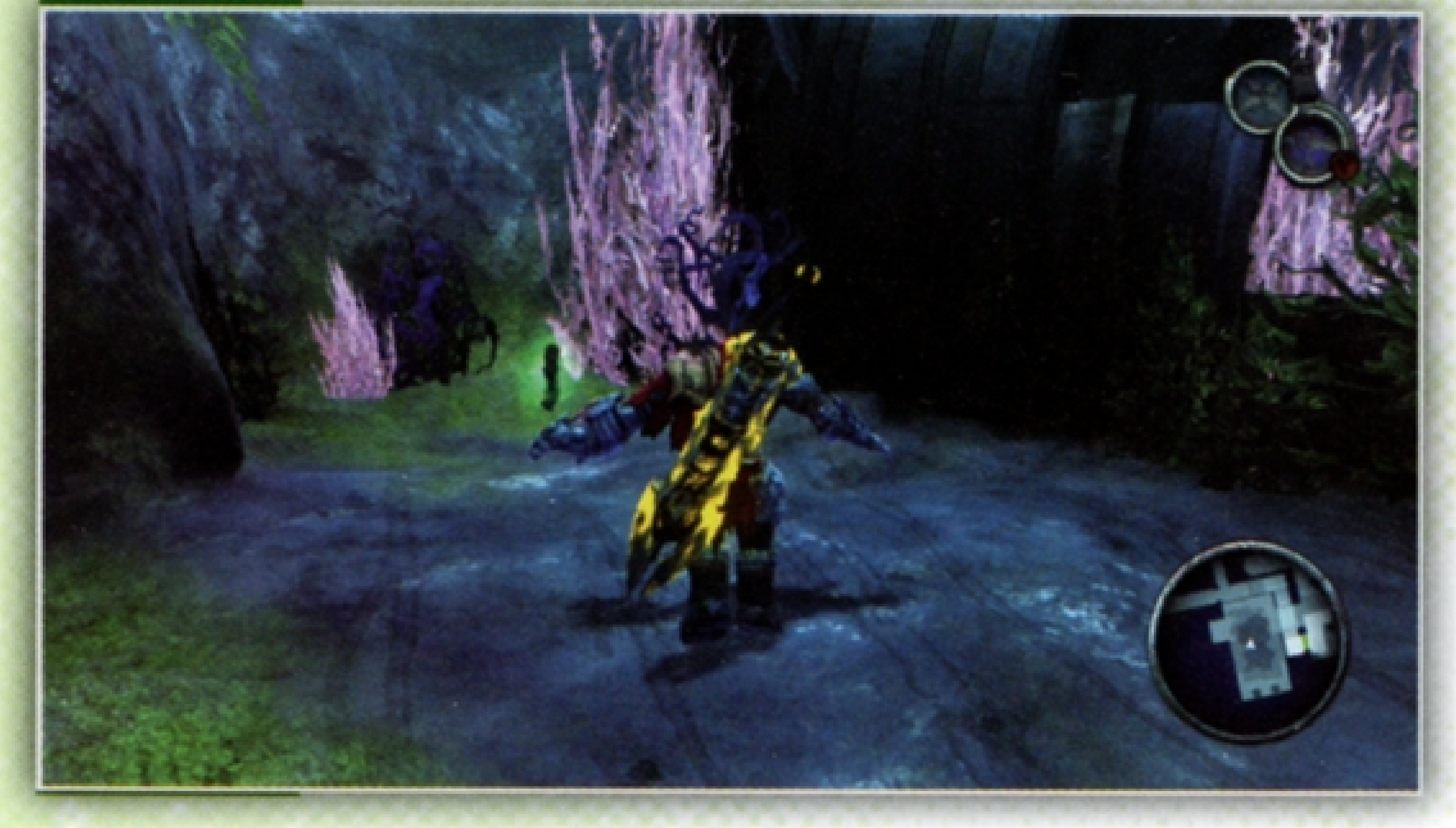


Swim through the water, back toward the Vulgrim location and the map's north end, where you ventured in from the Scalding Gallow. Swim under the waterfall to the water's edge, and enter the small cave under the road to find this Artifact.

9

LOCATION

THE HOLLOWS

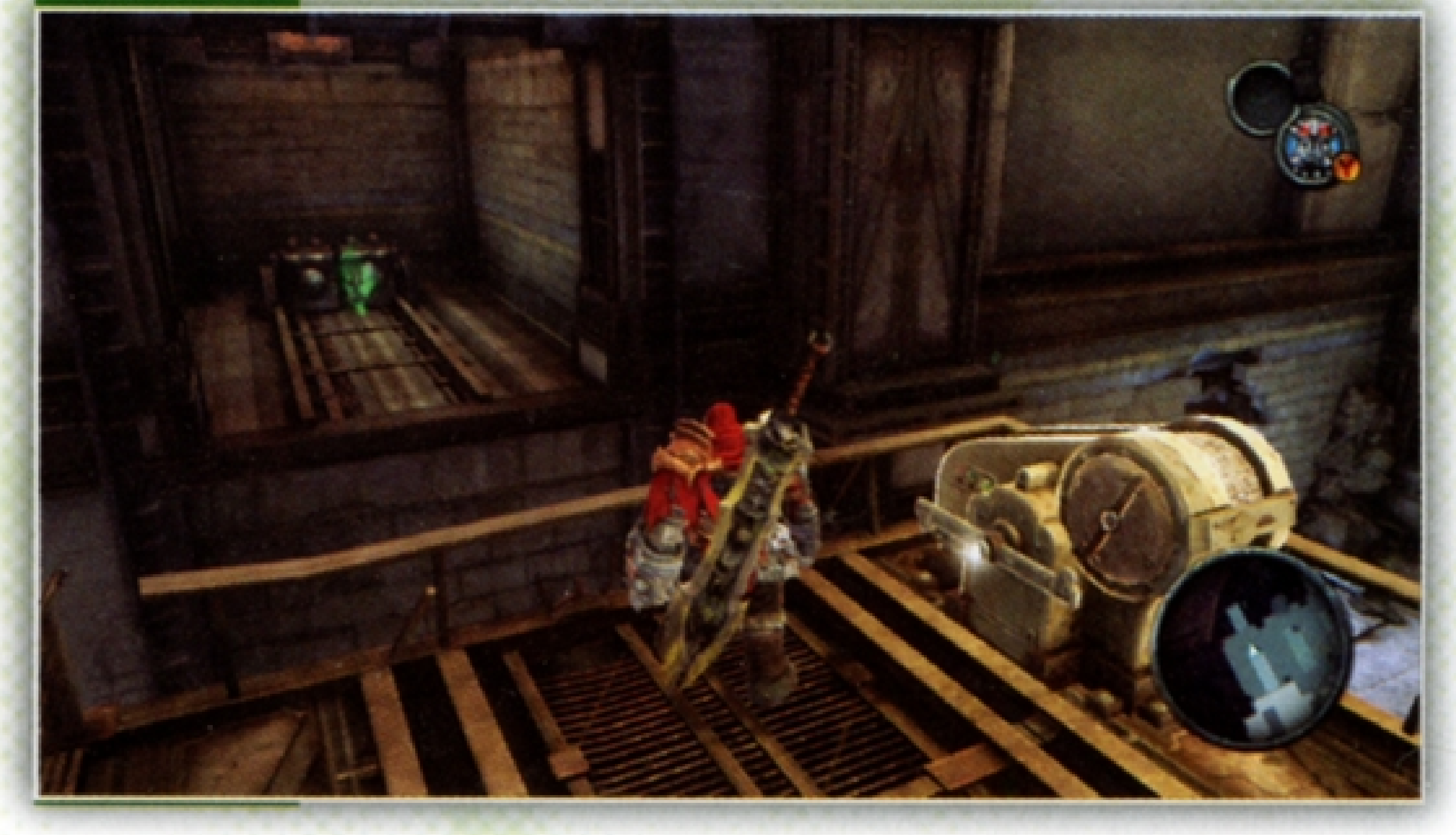


Dive into the water near the casket in the room beyond the red crystal barrier. Swim to the bottom of the pit to find this Artifact. Swim to the surface and exit the water on the yellow and black striped ledges.

10

LOCATION

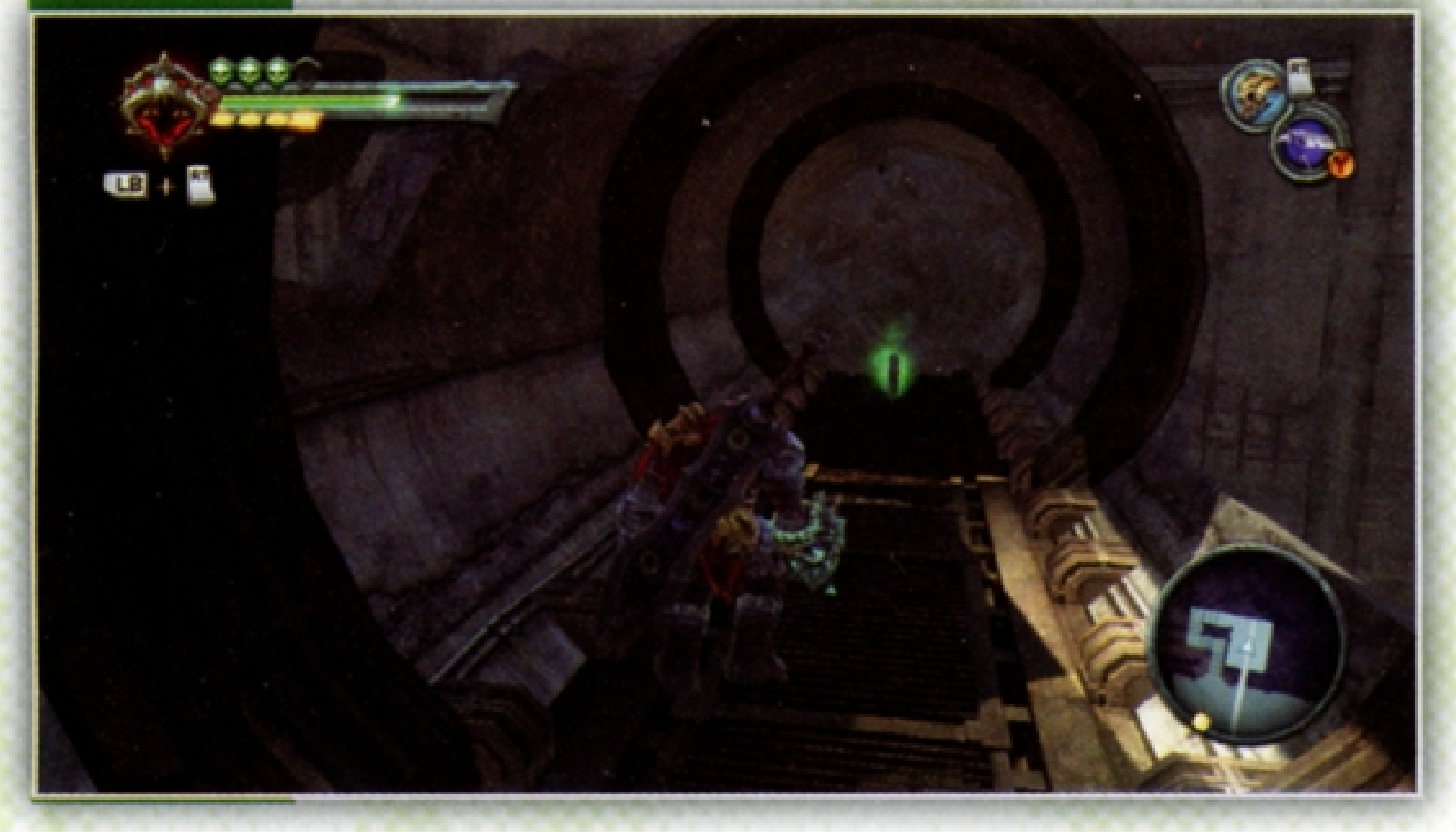
THE HOLLOWS



This Artifact is in the alcove behind the third platform lift. To retrieve it, leap over to the lift and glide into the tunnel in the wall. After you make this jump, you'll likely have to ride the first lift back up and leap from lift to lift to regain the third one.

11 LOCATION

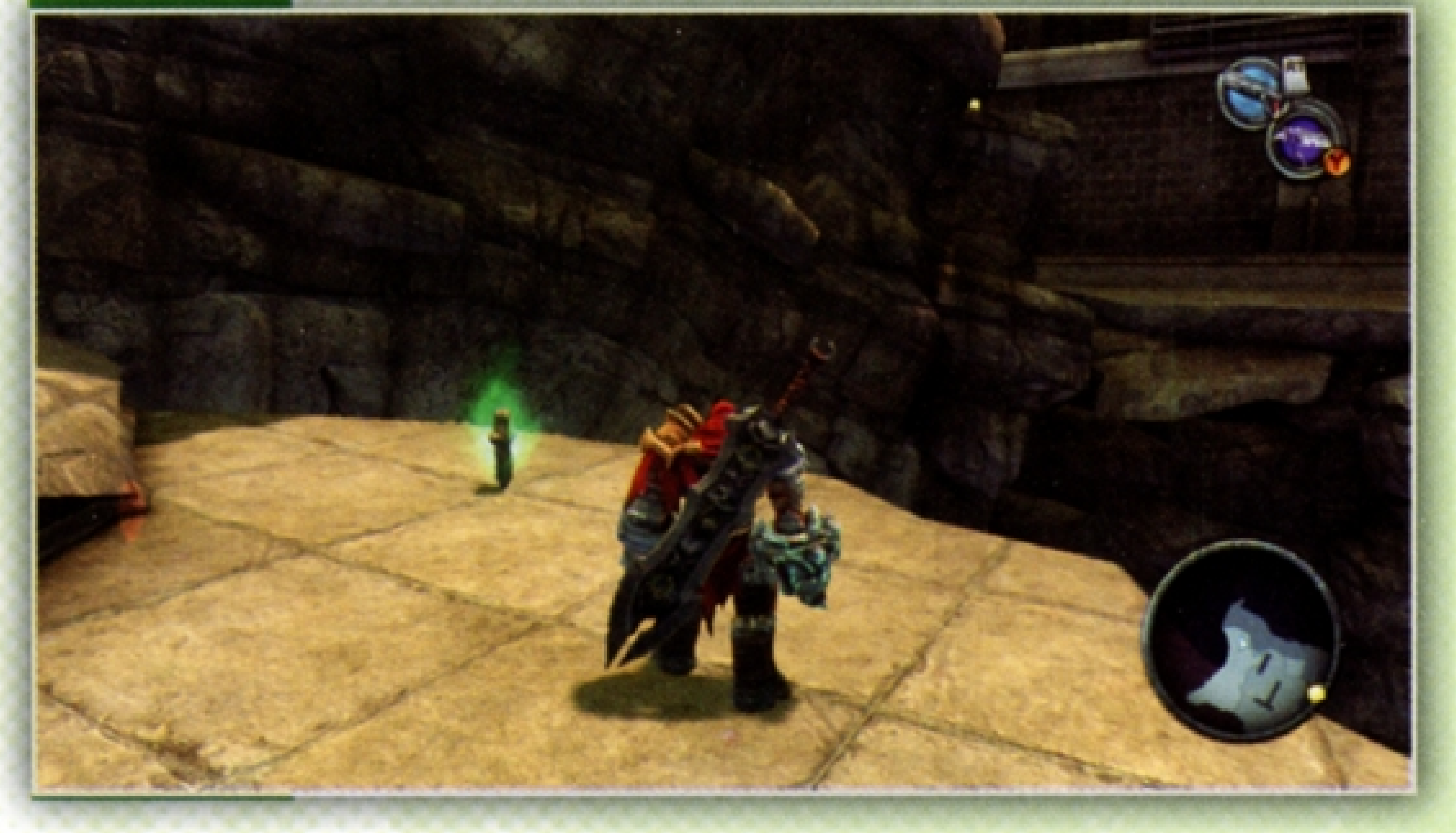
DRY ROAD



This Artifact is inside the pipe that you must leap into at the top of the room. Climb to the uppermost ledge, lean back, and leap into the pipe. Once you're inside, turn around to spot the Artifact.

12 LOCATION

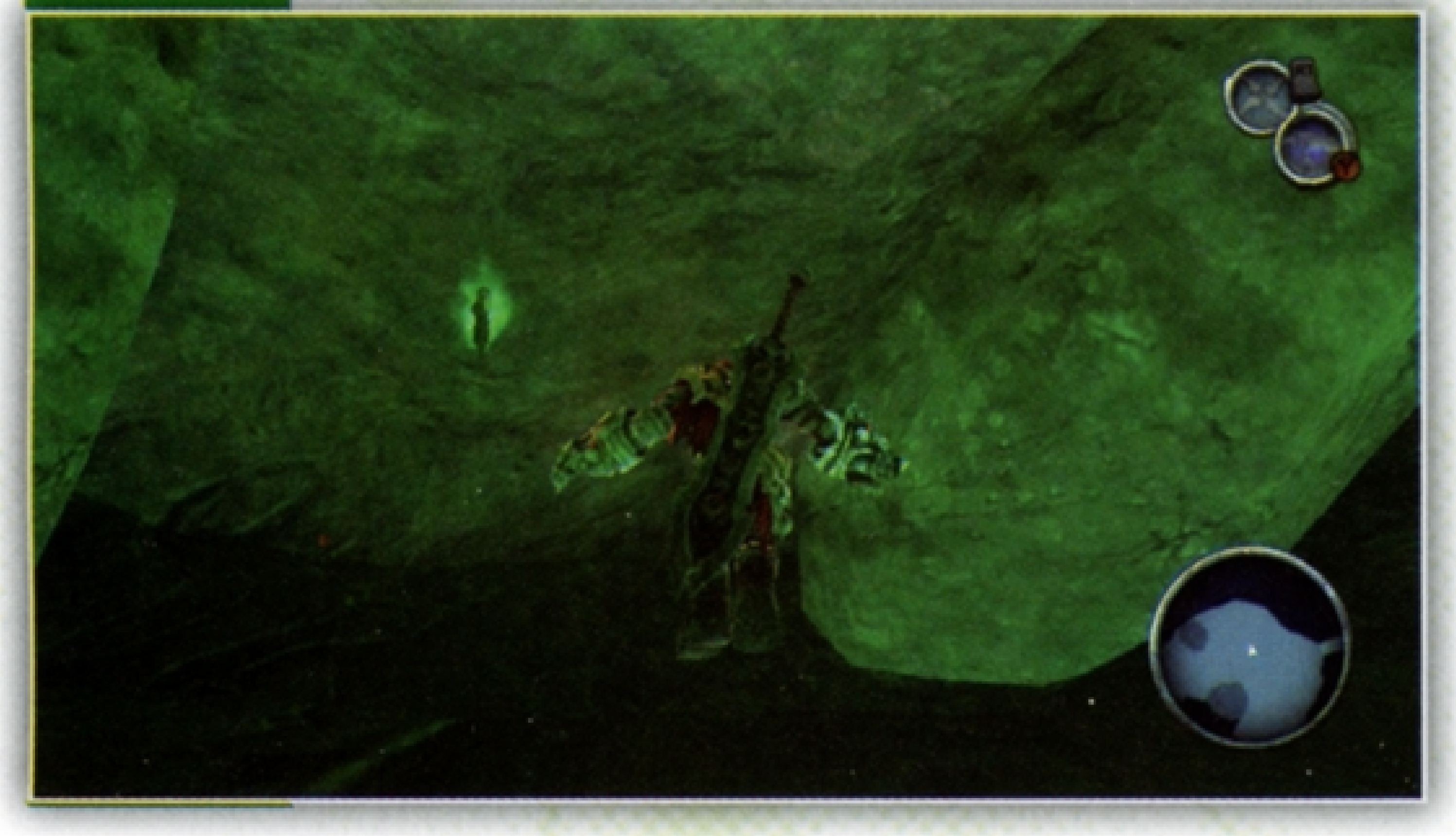
DRY ROAD



Leap onto the rubble on the left side as you descend to the Dry Road. Follow the remnants of the sidewalk around the bend to the cliff's edge. The Artifact is on the rubble's upper level at the area's south edge.

13 LOCATION

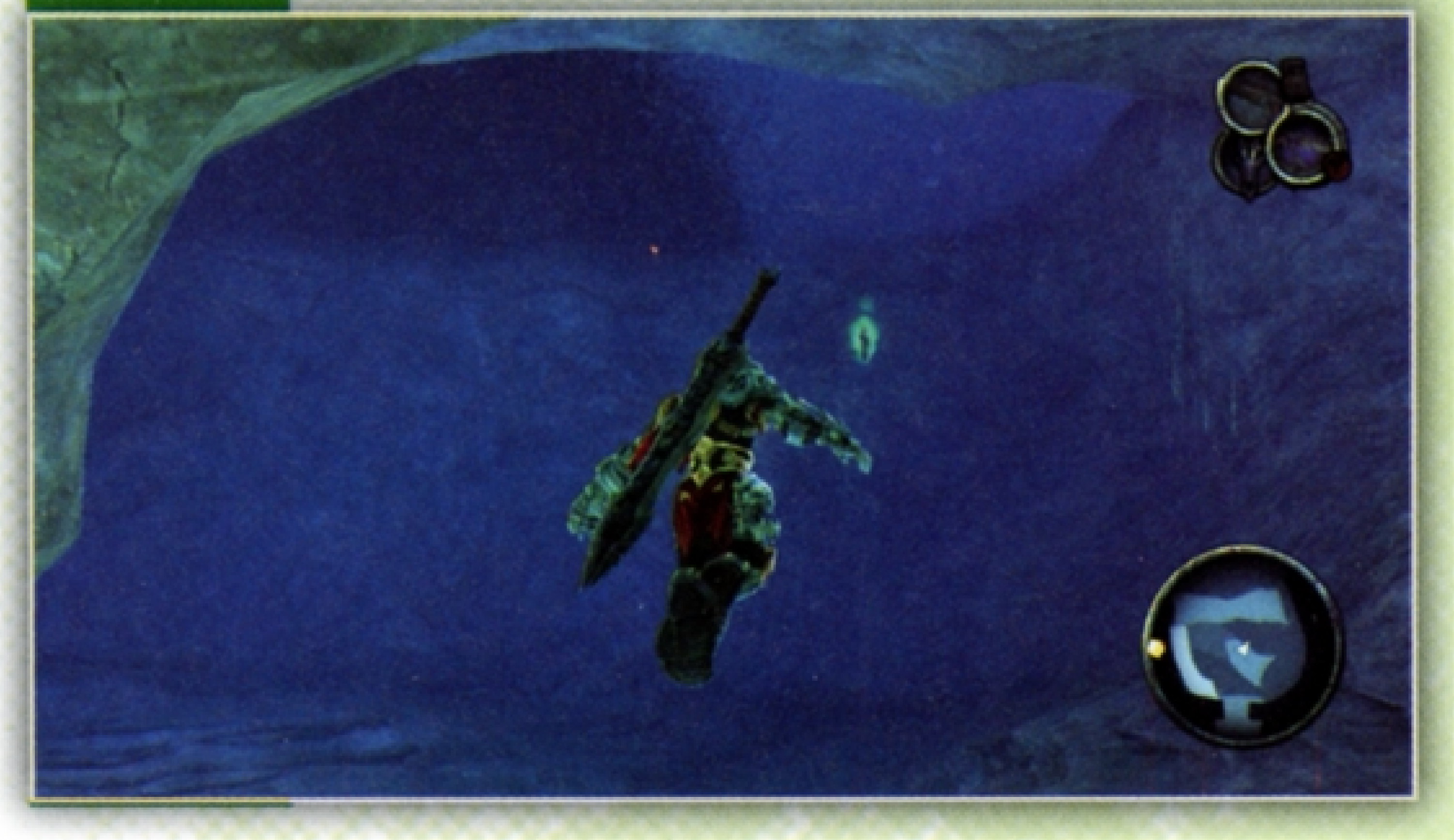
THE ASHLANDS



Your entrance into the underground tunnels below the drill rigs lands you in a surprisingly deep underground lake. Descend to the very bottom of the lake and swim to the southwest corner to find this Artifact.

14 LOCATION

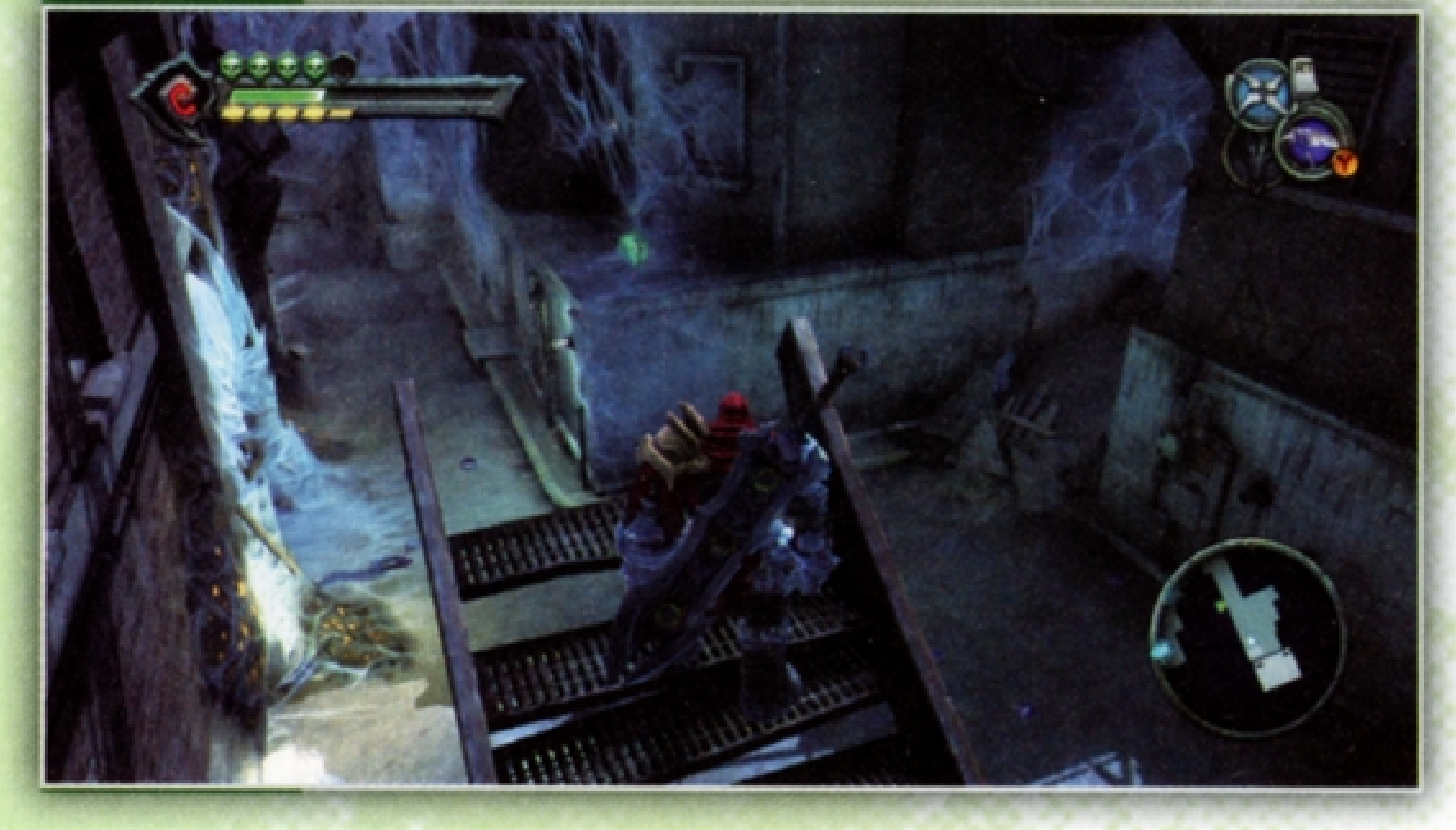
THE ASHLANDS



Dive beneath the water's surface in the cave before the Vulgrim location, and swim into the middle of the lake to find this Artifact. You have to do some searching near the underwater rock formations to find it, but it's right there in the center.

LOCATION

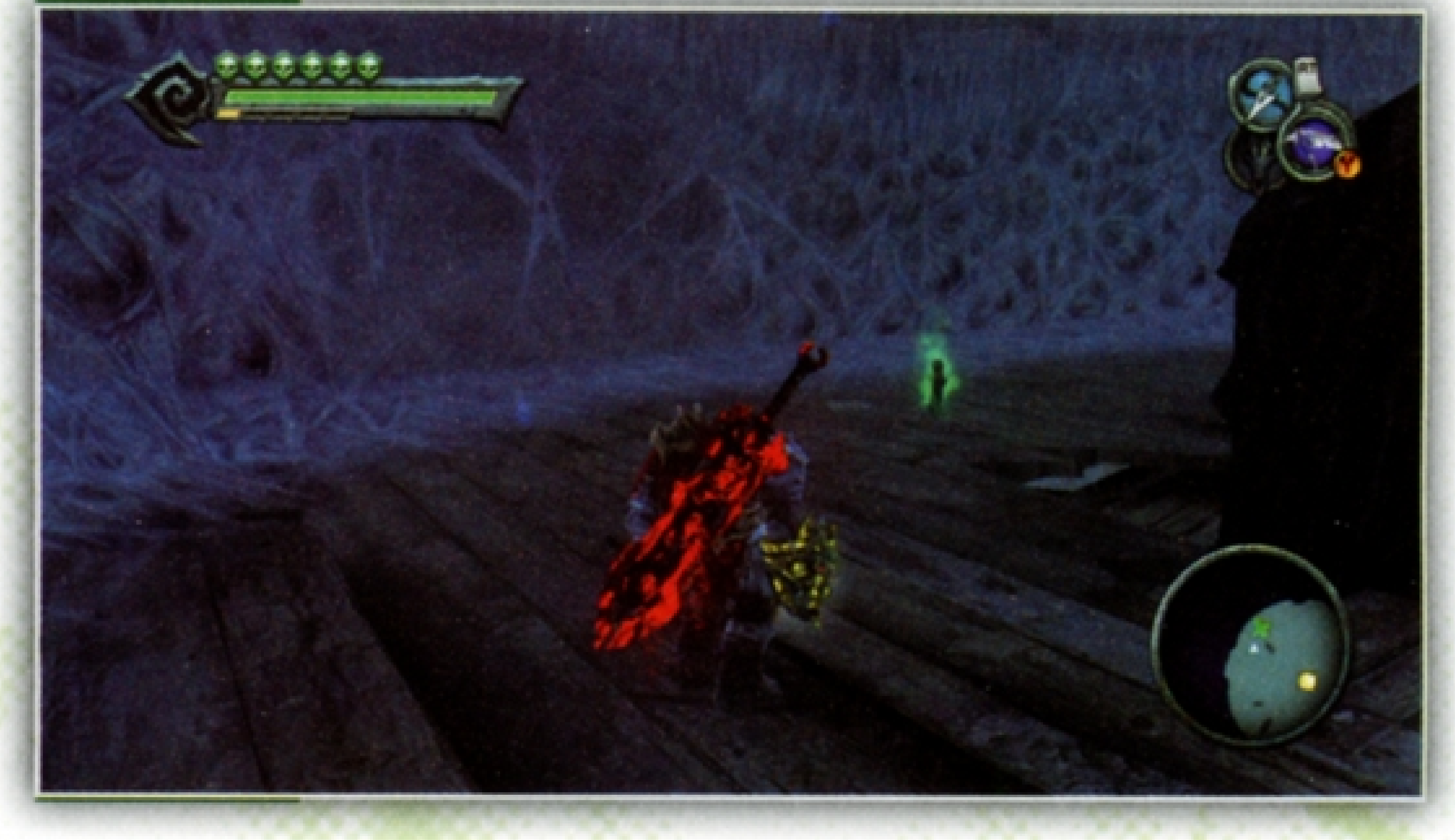
15 IRON CANOPY



Climb the fire escape at the end of the alley to where the stairs end. Spot the Artifact on the corner of the building opposite the door to the next area. Glide across to the Artifact to collect it.

LOCATION

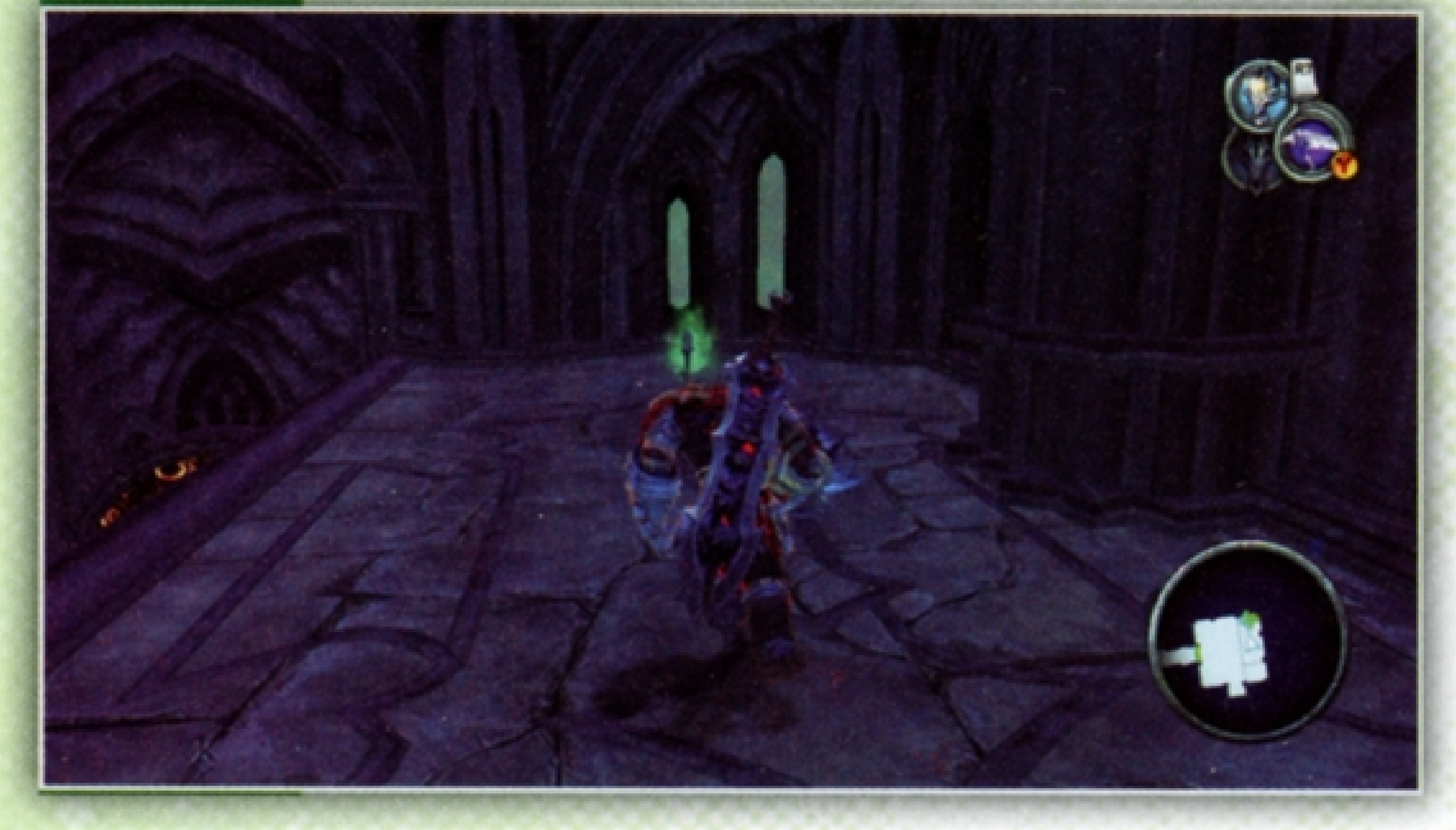
16 IRON CANOPY



Throw the Crossblade at the Crystal Blade on the floating rock. Then grapple to the Red Chain point as it begins to rise. Glide down to the middle level, below where you fought Silitha, and look behind the rocks to find this Artifact.

LOCATION

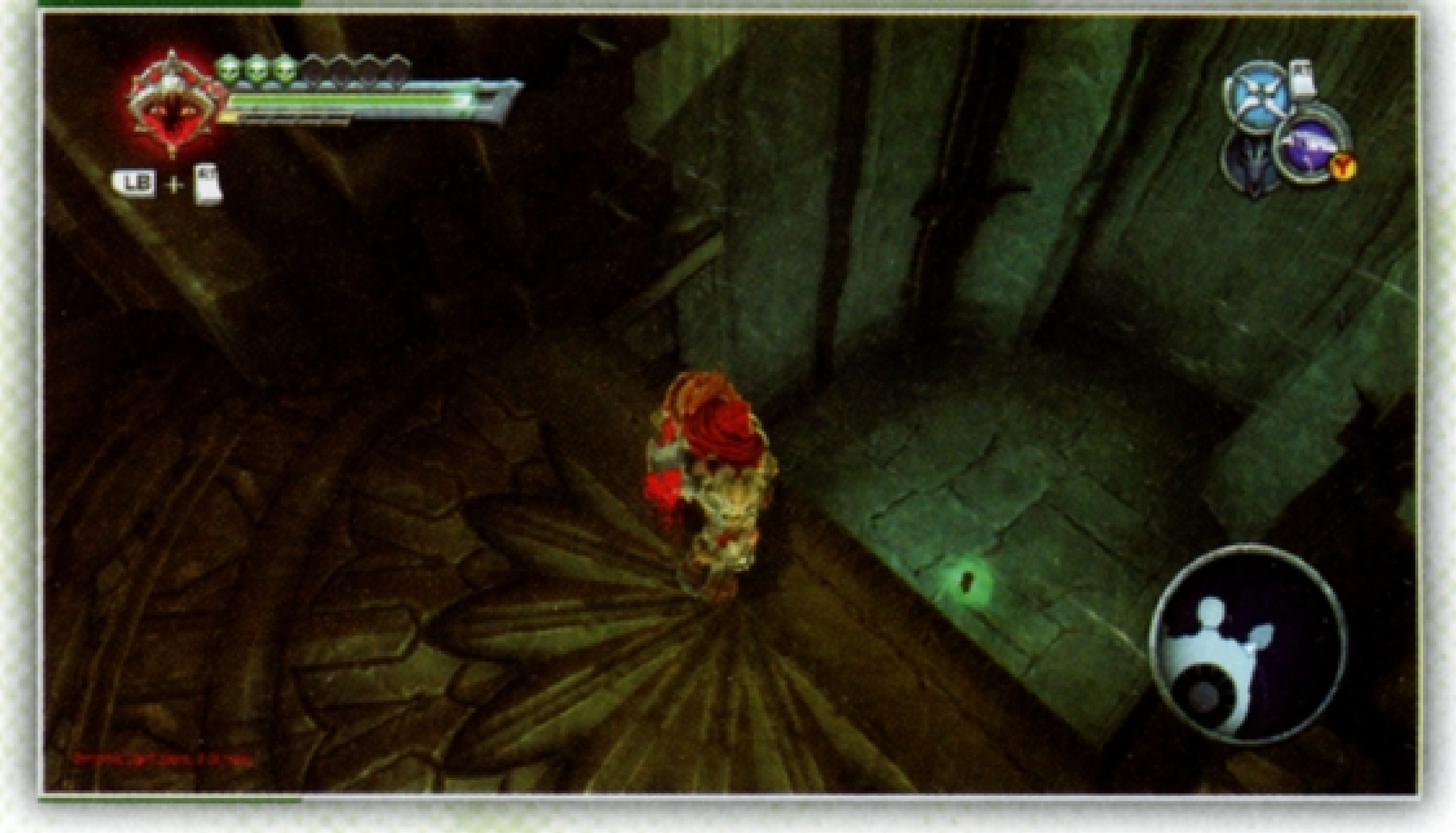
17 THE BLACK THRONE



Use the Voidwalker to move between the portal window near the casket on the floor and the one on the upper ledge to the right. The Artifact's location will appear on the mini-map if you picked up Fury's Embrace or the Hoardseeker, so this one should be easier to find.

LOCATION

18 THE BLACK THRONE

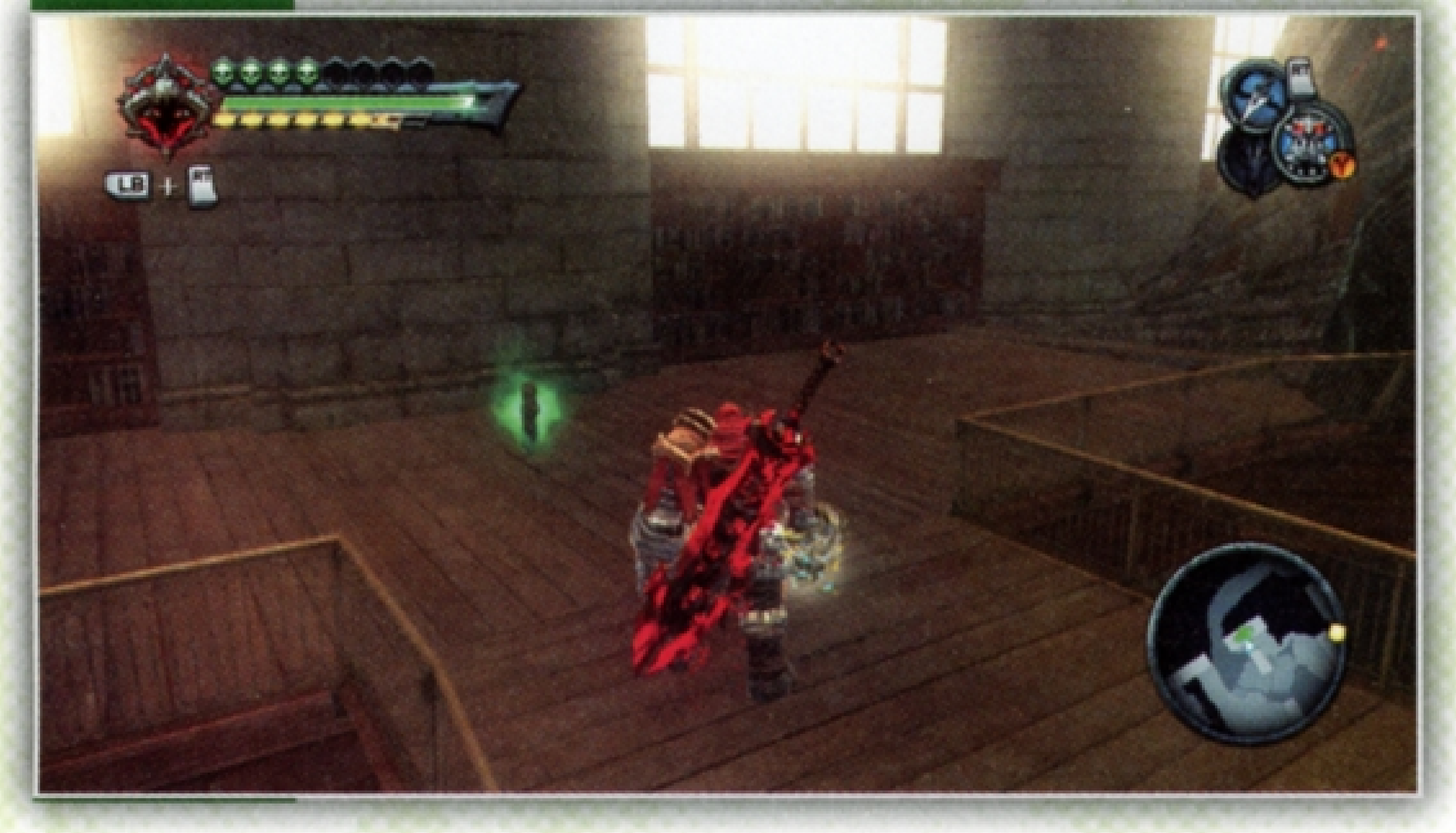


This Artifact is in the water on the third tower's right-hand fork. Dive into the alcove and swim to the bottom to pick it up.

19

LOCATION

THE CROSSROADS

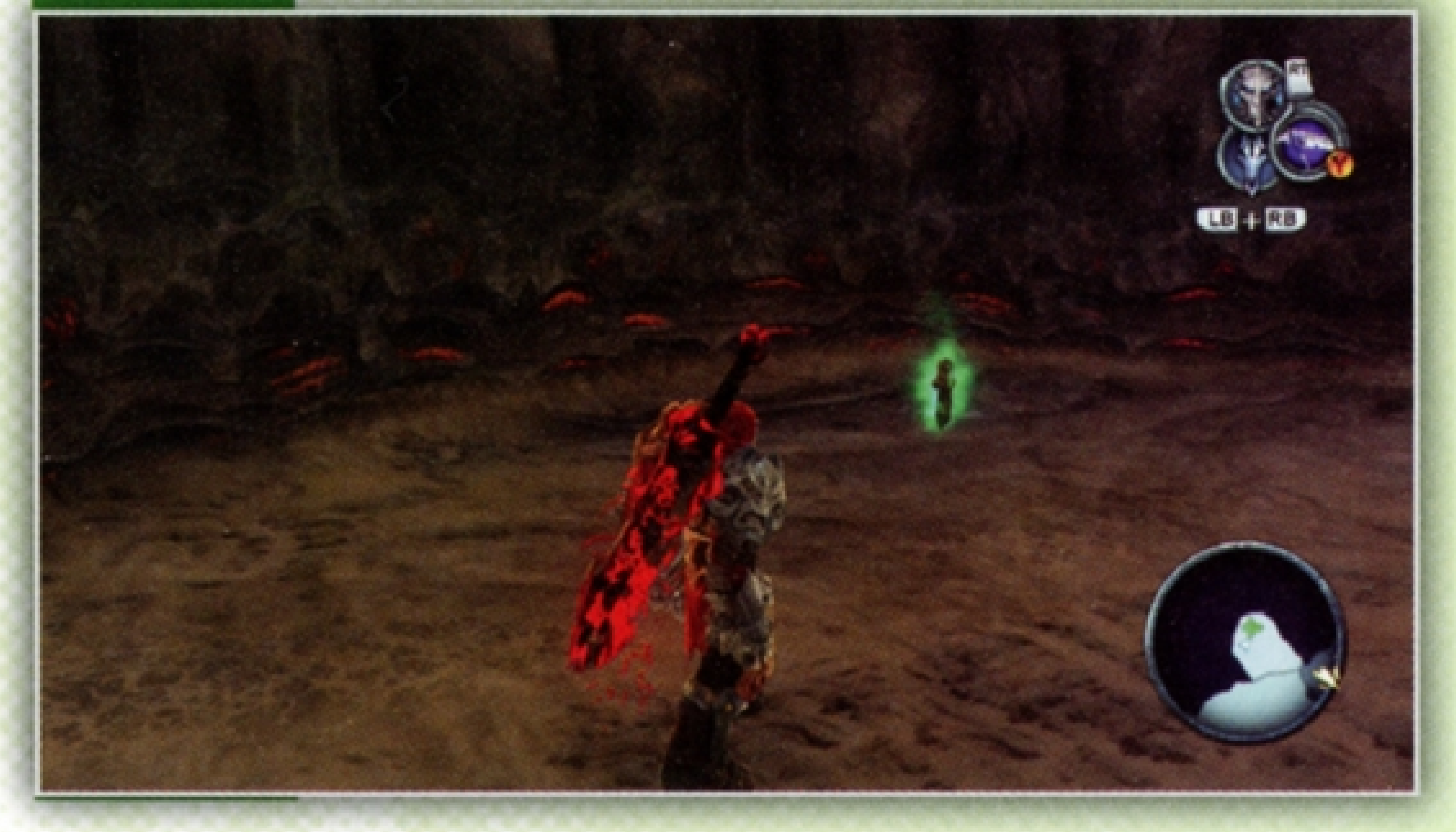


Run and leap from the wooden walkway inside the Library, and use Shadowflight to cross over to the Artifact on the room's other side. You probably saw this Artifact the first time you passed through the Library—now's the perfect time to get it if you haven't already.

20

LOCATION

THE ASHLANDS



Locate the Shadow Current near the first drill tower after you obtain Ruin, and fly up onto the cliffs above. Climb the Demonic Growth on the left to find this Artifact high on the mountainside.

CHAMPION ARTIFACTS

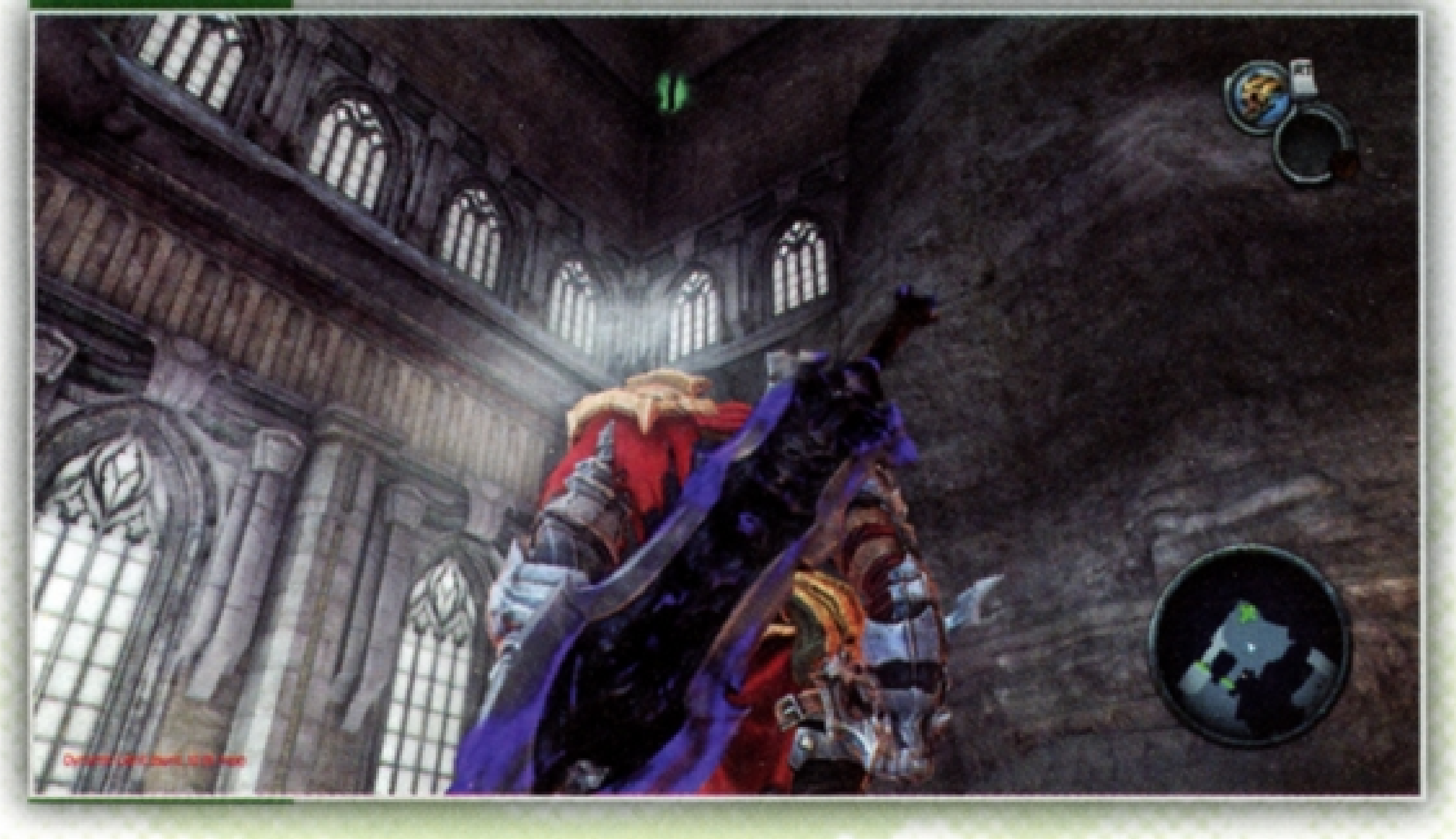
This talisman represents the elite class of the Legion artifacts. Only six of these icons were granted to the Overlords that commanded Hell's Legions. Return it to Vulgrim and he will reward you.

- **1000 Souls paid per Champion Artifact traded.**
- **Lifestone awarded for finding all six Champion Artifacts.**

1

LOCATION

TWILIGHT CATHEDRAL

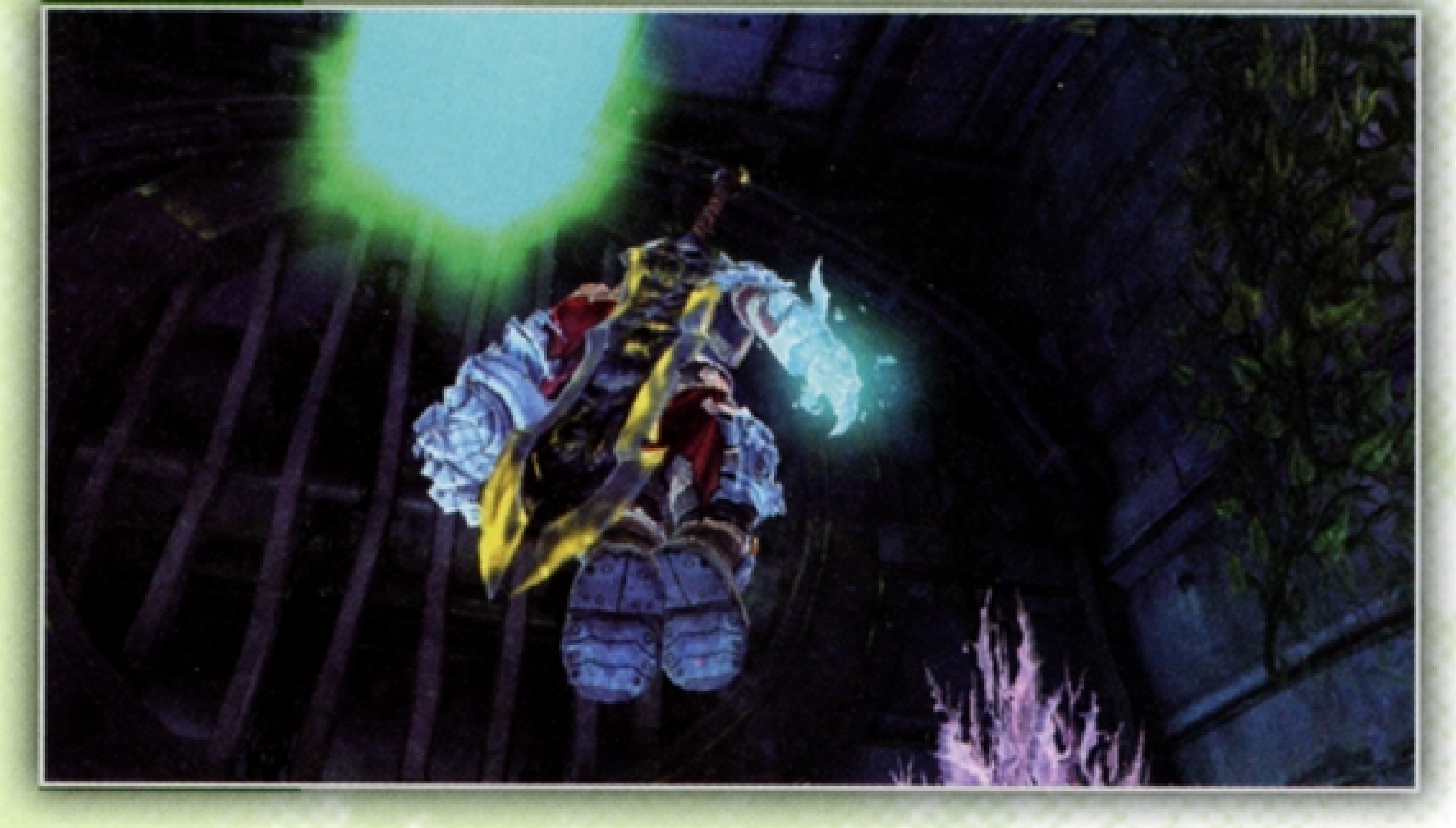


Double-jump into the Shadow Current, and glide away from the balcony toward the room's right corner to pluck the Artifact out of the air. You must leap into the Shadow Current and glide smoothly toward the Artifact from the ground, else you won't ascend high enough to reach it.

LOCATION

2

THE HOLLOWS

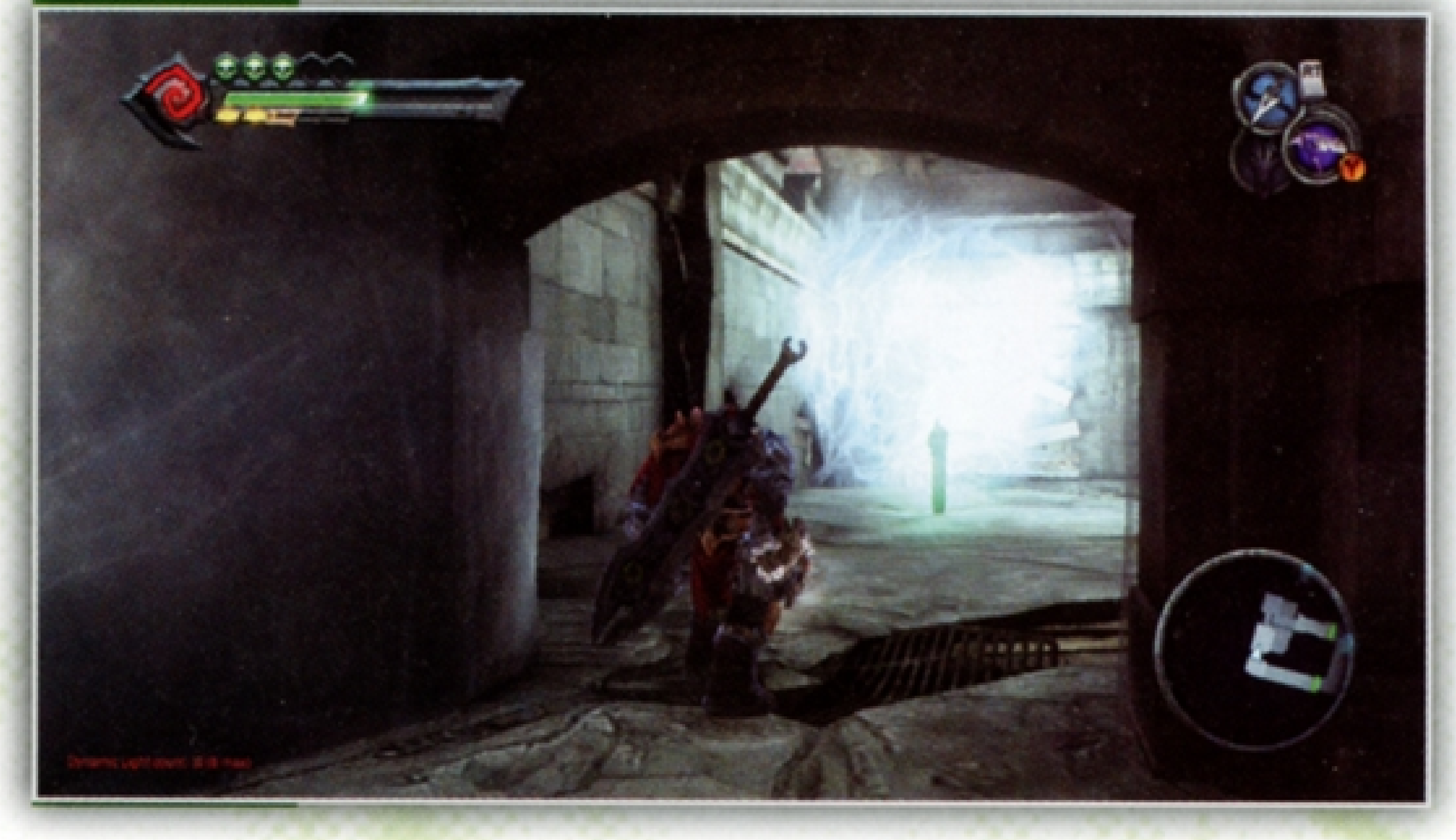


Return to the pump room after you drop the rock spire and flood the lower chambers. Swim toward the chamber with the Demonic Growth in it, and look for the vertical shaft rising away from the floor. Swim upward into this chamber on the room's north side to find the Artifact. It's possible to see this Artifact by jumping down into the pit before you flood the room, but you can't reach it until the area is flooded.

LOCATION

3

IRON CANOPY

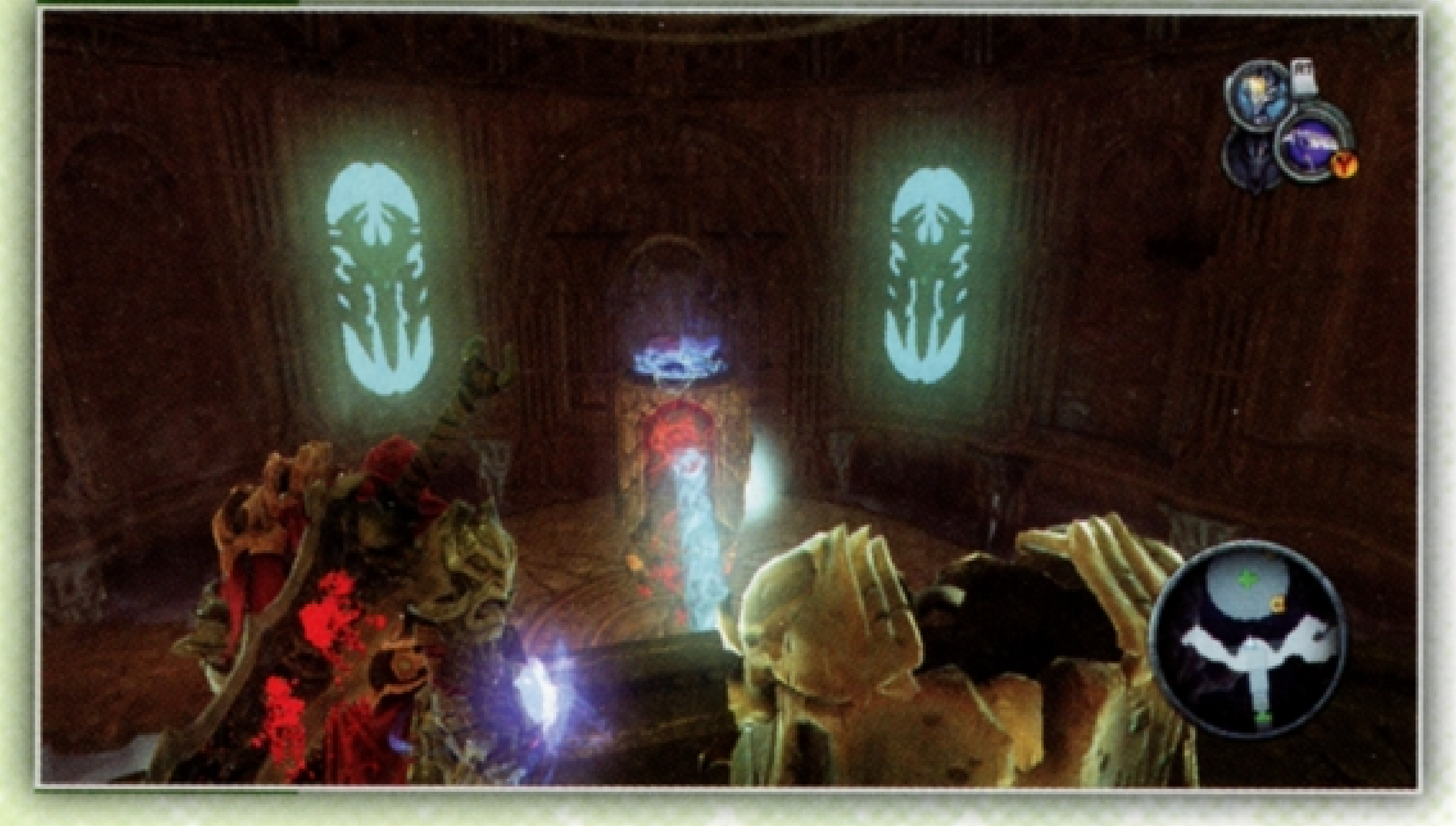


Kill the second Loom Warden and move west to the room with the two hallways leading away from it. Enter the south hallway and grapple to the Red Chain point. Leap to the ledge to find this Artifact in a small alcove on the right.

LOCATION

4

THE BLACK THRONE

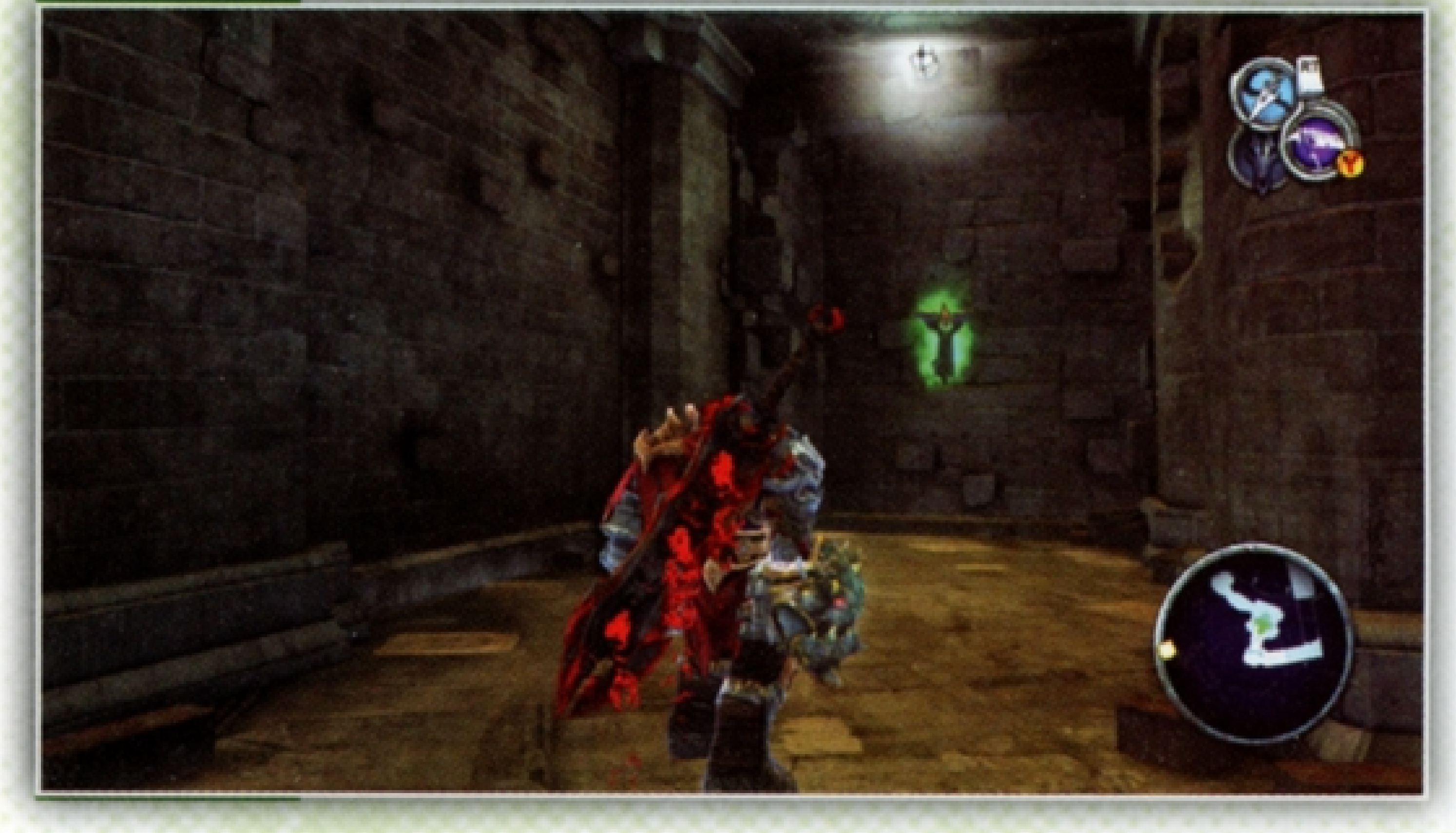


Make your way to upper walkway that wraps around the room with the floating column. Use the Voidwalker to create a high-velocity portal on the column's top surface. Leap through a portal elsewhere in the room to fly up to the Artifact high above the floor.

LOCATION

5

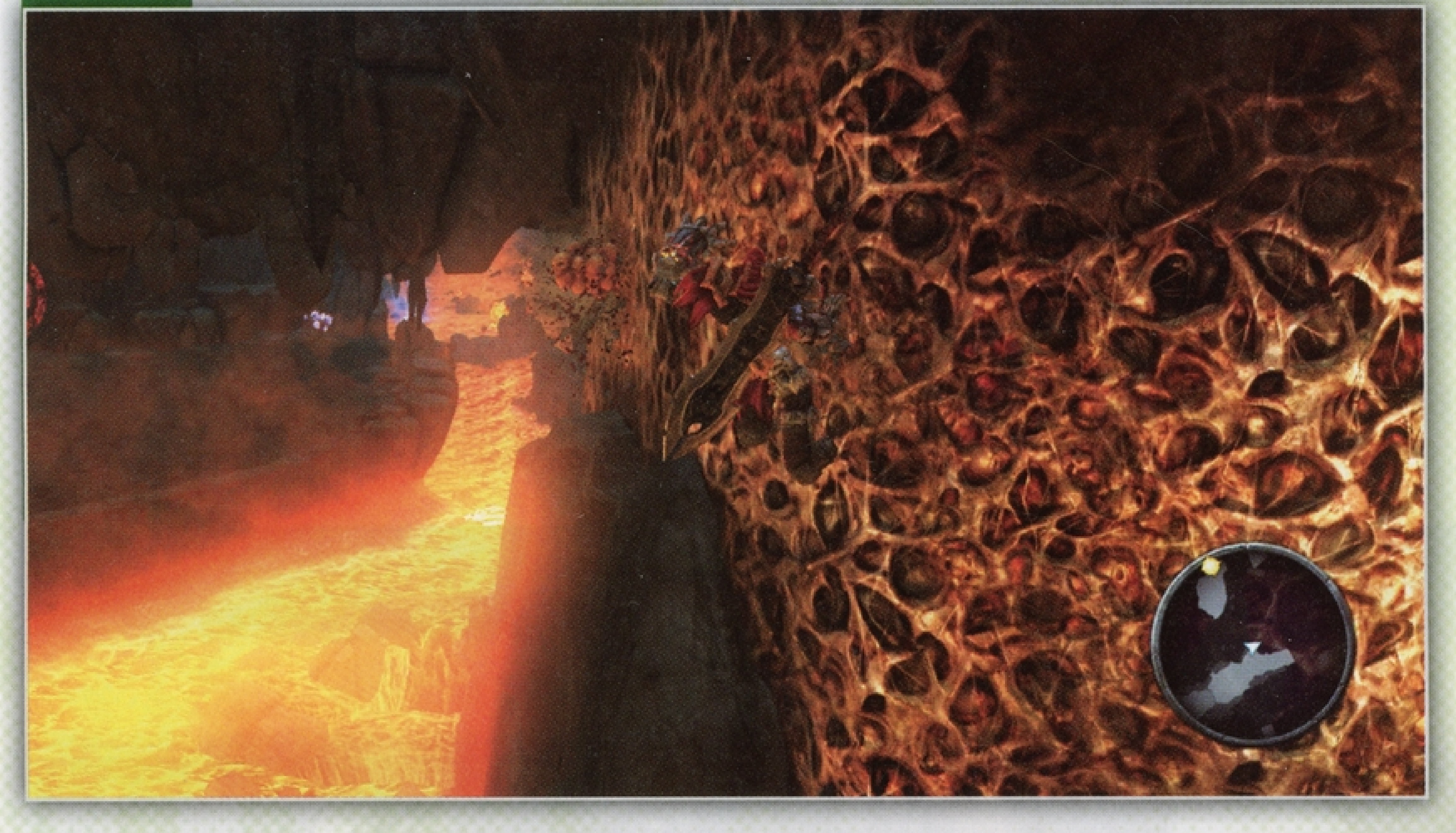
SCALDING GALLOW



Equip the Abyssal Chain and leap off the rotating fan blade, toward the lengthy bottomless alcove at the five o'clock position. Fire the Abyssal Chain when you're prompted to, and then double-jump off the Red Chain point to the ledge in the distance. Ride the Shadow Current up to the Artifact.

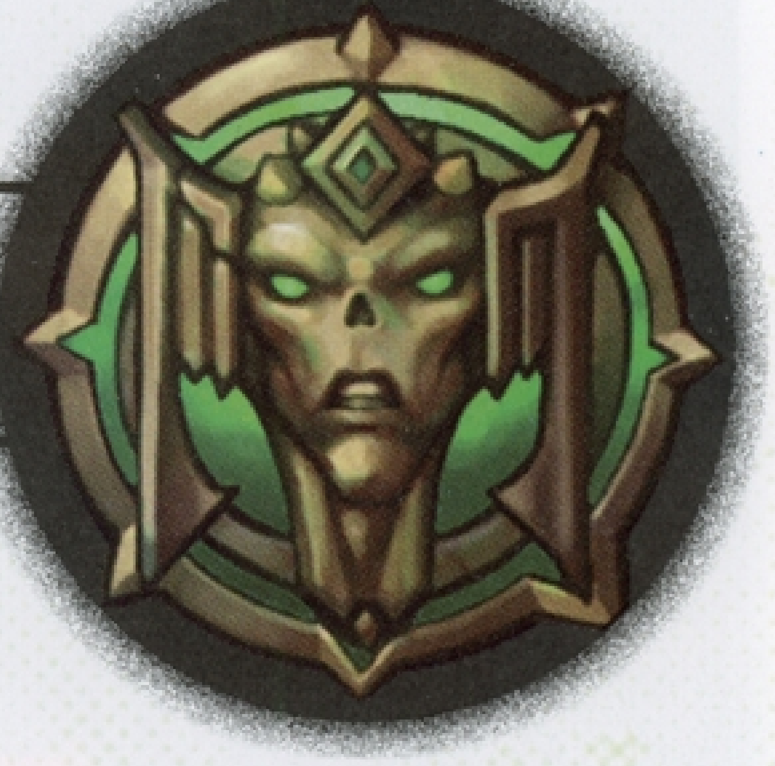
LOCATION

6 SCALDING GALLOW



Climb the Demonic Growth beyond the two Shadow Currents, and look for the blue crystals. Use the Tremor Gauntlet to smash the crystals to find another Artifact.

OVERLORD ARTIFACT



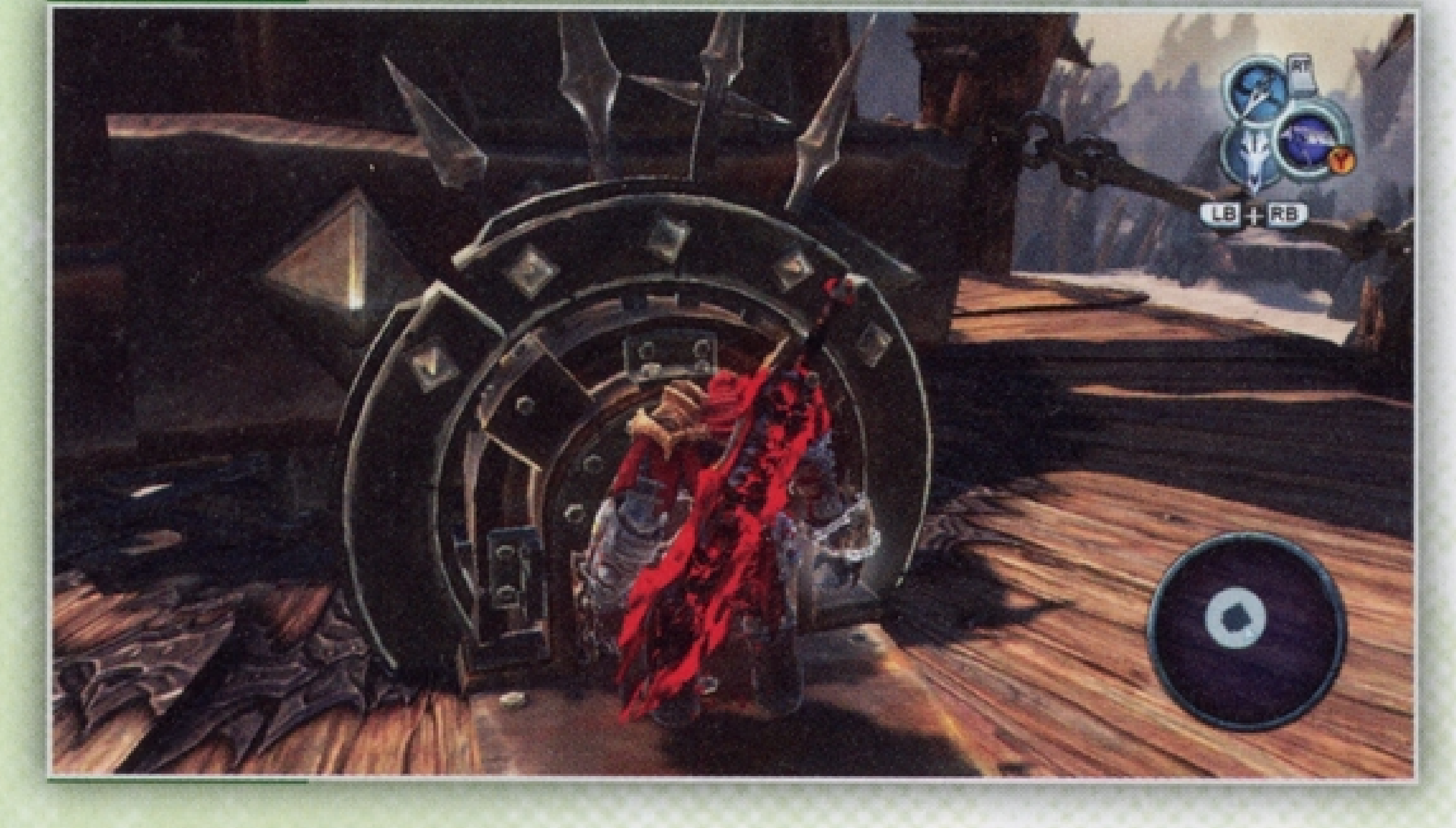
This emblem bears the mark of the tyrannical General of the Legion armies. His name has long since been forgotten, but the husk of his formidable strength still lingers within this totem. Return it to Vulgrim, and he will reward you.

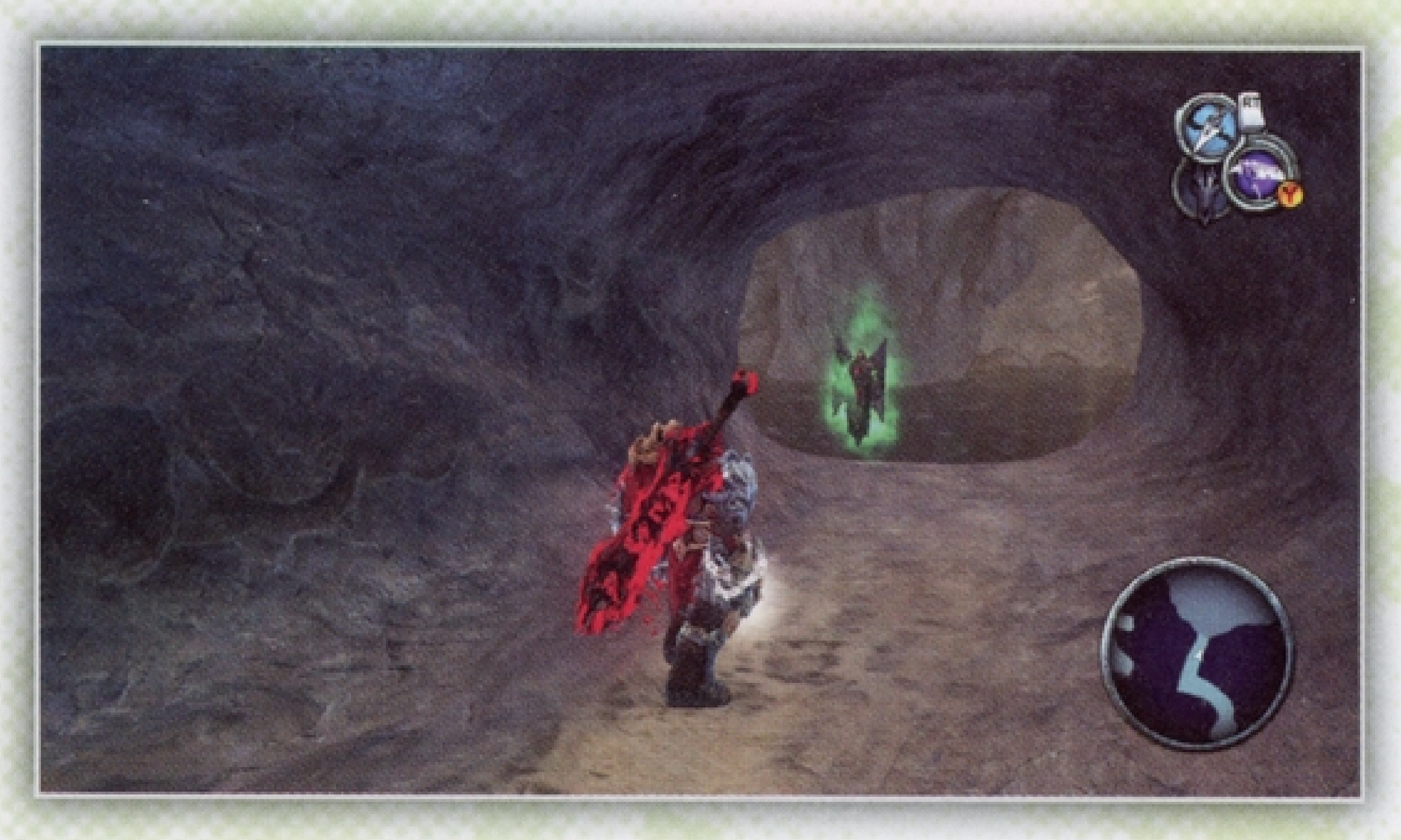
- **5000 Souls paid for trading the Overlord Artifact.**
- **Wrath Core awarded for finding the Overlord Artifact.**

1

LOCATION

THE ASHLANDS





You likely spotted this Artifact the first time you leapt through the hole under the third drilling rig, but couldn't reach it. Well, the time has come! Return to the fourth drilling rig and lower the Chronosphere to the tower's middle level. Cross the inside of the tower to the outer walkway, and climb the Demonic Growth to the uppermost walkway. Using the Abyssal Chain, grapple from the Blue Chain point that appears and swing onto the fourth tower's roof. Turn the machinery's crank to extract the drill shaft from the fourth drill hole. Leap through it to enter the underground tunnel via a secret entrance. The Artifact is around the corner.

ABYSSAL ARMOR

A piece of bloodforged Abyssal Armor. Collect 10 to complete the set.

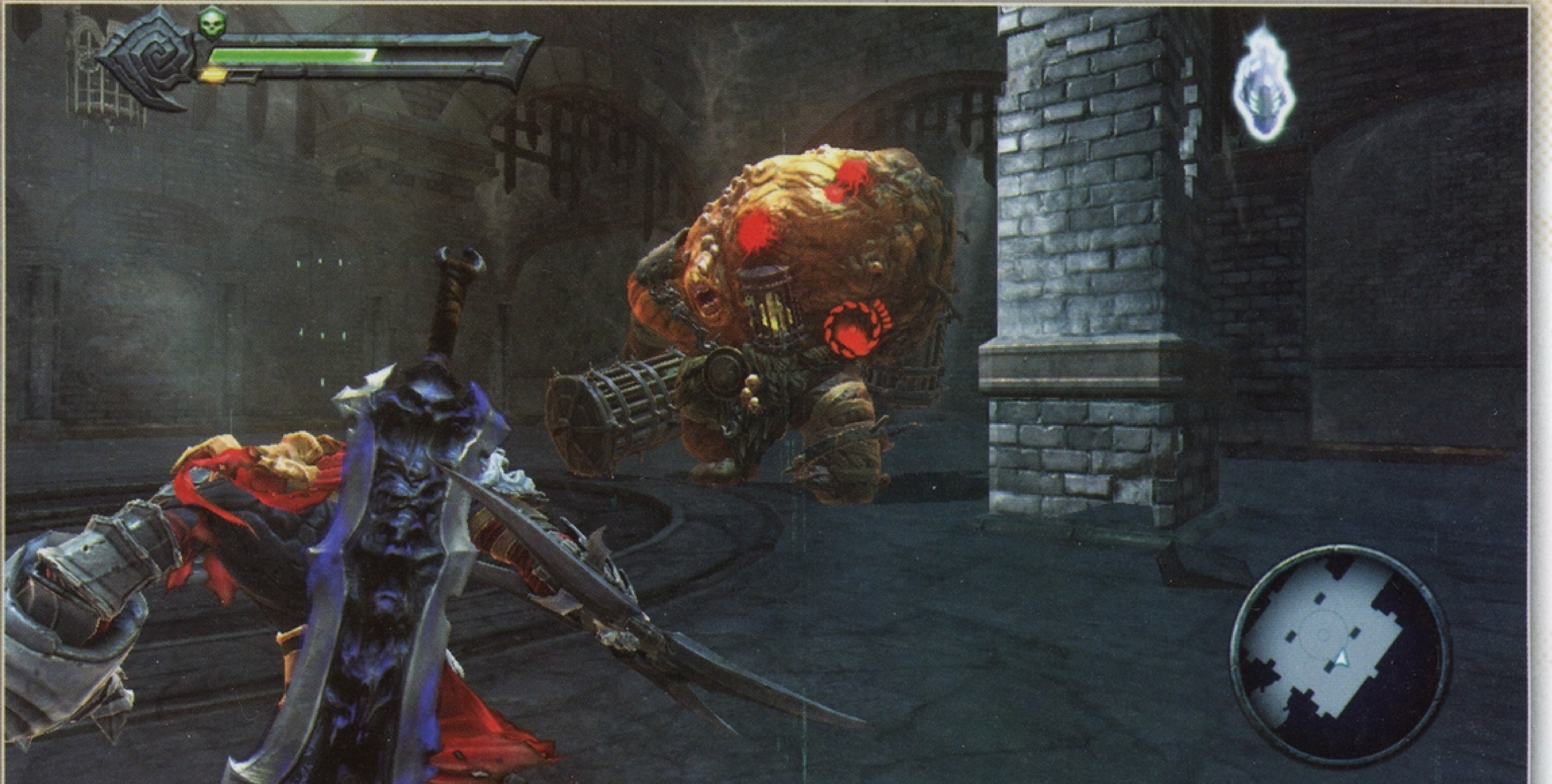
PIECE	LOCATION	HOW TO OBTAIN
1	Twilight Cathedral	Use the Crossblade to stun the Goremaw that blocks the door on the northeast corner's balcony.
2	Scalding Gallow	Use the Crossblade to detonate the bombs on the column in the parking garage near the library entrance.
3	Drowned Pass	It's in a casket in the northeastern cave that contains the "World of Pain" Shadow Challenge.
4	Drowned Pass	The Tortured Gate gives it to you after you complete the four Shadow Arena Challenges.
5	The Hollows	It's in a casket on the north side of the corridor where the Goreclaws first appear.
6	Iron Canopy	Shortly after you defeat the first Loom Warden, grapple to the Red Chain point above the Chronosphere to find the casket containing this piece.
7	Black Throne	During the journey to the third Guardian, use the firebomb and Voidwalker to blast the red crystals that obscure this casket.
8	Eden	Duck into the cave behind the waterfall in the northeast corner, and use the Mask of Shadows to find the casket.
9	The Ashlands	Use the Abyssal Chain to scale the cliffs near the first drill tower. The casket is on the very top of the tower.
10	Scalding Gallow	Leap off the ledge to the west of the central area where Samael was, and use Shadowflight to reach the ledge curving around the side of the rocks. The casket is tucked in an alcove under where Samael was.

ACHIEVEMENTS & TROPHIES

Darksiders contains 43 separate Achievements/Trophies for you to unlock. Many unlock through natural progression of the game, but many others require special effort and quite a bit of skill. Follow along with the tips in this chapter and throughout the walkthrough to unlock every one of them.

Story Progression

The following bonuses unlock through natural story progression and in the order listed here. These Achievements/Trophies unlock as you collect the necessary pieces of gear needed to explore the environment, and as you defeat key enemies in your quest to clear your name.



SHADOWFLIGHT

These supernatural wings enable War to temporarily glide.
After a Double Jump, hold Ⓐ to activate Shadowflight and glide.
Glide inside Shadow Currents to soar high into the air.

Ⓐ OK

Samael wasn't kidding about those worms!
And the Stygian's supposed to be the 'mean' one...

Spoiler Warning!

The entries contained in this section correspond to key moments in the game, and they detail the names of gear, locations, and boss enemies. Stop reading this chapter if you are trying to avoid spoilers!

DEATH DEALER

10 GP
BRONZE

MEET VULGRIM.

You encounter Vulgrim for the first time at The Crossroads, after fighting your way through the parking garage and fancy hotel. This is the first bonus you unlock.

TO MOVE A MOUNTAIN

10 GP
BRONZE

COLLECT THE EARTHCALLER.

Meet Vulgrim in The Crossroads and acquire the 400 Souls he demands. He gives you the horn known as the Earthcaller in return. Use it to open the Tormented Gates that control access to new areas.

PRISON BREAK

20 GP
BRONZE

FREE SAMAEL FROM HIS PRISON.

Defeat the Phantom General at the Scalding Gallow. Then push the two statues into the flowing blood to free Samael from beneath the center of the dais.

CHASM JUMPER

10 GP
BRONZE

COLLECT THE SHADOWFLIGHT ABILITY.

Samael grants you this ability in return for being freed. You need it to continue pursuing the Destroyer. Defeat the Phantom General at Scalding Gallow to gain it.

ELEMENTAL THIEF

10 GP
BRONZE

COLLECT THE CROSSBLADE.

You obtain the Crossblade during your travels through Twilight Cathedral. The item is located in a cave at the end of a tunnel beneath the main hall.

LIKE A BAT OUTTA' HELL

40 GP
SILVER

DEFEAT TIAMAT.

Defeat Tiamat atop Twilight Cathedral to unlock this bonus. Use the dormant sticky bombs and the fire pots to blow her out of the sky. Then attack her with the Crossblade and Chaoseater.

DON'T MAKE ME ANGRY

20 GP
BRONZE

COLLECT THE CHAOS FORM ABILITY.

Samael encourages you to feed the rage within you and unleash the Chaos that courses through your veins. You regain the ability to unleash your Chaos Form after you return Tiamat's heart to him in the Scalding Gallow.

REAPER

10 GP
BRONZE

COLLECT THE SCYTHE.

Purchase the Scythe from Vulgrim for 1,000 Souls. You can do this at any time during the game, but we recommend purchasing it during your initial visit to Drowned Pass. You'll likely collect more than enough Souls from the Shadow Arena Challenges.

ONE TOUGH COOKIE

10 GP
BRONZE

MEET ULTHANE.

Ulthane hides in the shadows at the clearing in Anvil's Ford. You get the pleasure of meeting the giant as soon as you try to pick up the mystical Black Hammer weapon.

TREMOR BRINGER

10 GP
BRONZE

COLLECT THE TREMOR GAUNTLET.

The Tremor Gauntlet is in a large, arena-like room in the southwestern corner of The Hollows. Navigate the flooded corridors to find the Beholder's Key, and unlock the door to this large room containing the Tremor Gauntlet.

ROCKED YOUR FACE OFF

40 GP
SILVER

DEFEAT THE GRIEVER.

Survive the lengthy journey through The Hollows, and use the flatbed railcar to bash the Griever into submission. Dash forward and use the Tremor Gauntlet to shatter the blue crystals on the beast's belly. Repeat these steps and slash at the beast's stomach to defeat it.

AN OLD FRIEND

10 GP
BRONZE

COLLECT MERCY.

You obtain Mercy, a powerful, supernatural pistol, upon returning to Anvil's Ford after the trip through The Hollows. It's Ulthane's way of thanking you for destroying the Griever.

TIME LAPSE

15 GP
BRONZE

GAIN THE CHRONOMANCER ABILITY.

You gain the Chronomancer ability from Samael after returning to Scalding Gallow with the Griever's heart. The Chronomancer gives you the ability to manipulate the Chronospheres and alter the very fabric of time at your will.

REUNITED

20 GP
BRONZE

OBTAIN RUIN.

You reunite with Ruin, your trusty horse from years gone by, immediately following your victory over the Abyssal Gladiator. Ruin won't recognize you at first, but your trust in the horse pays off.

ASHES TO ASHES

40 GP
SILVER

DEFEAT THE STYGIAN.

You encounter the Stygian at the northernmost end of the Ashlands, where the Phantom army kept it as a pet of sorts. Use the Chaoseater to knock the metal helmet off the Stygian's mouth. Then open fire on the soft flesh of its maw, riding Ruin as fast as he can carry you. Rip the Stygian's heart from its lengthy body to unlock this bonus.

REACH OUT & TOUCH SOMEBODY

10 GP
BRONZE

COLLECT THE ABYSSAL CHAIN.

You find the Abyssal Chain in Iron Canopy after sneaking past the first two Loom Wardens. Your progress is limited without it, and you ultimately find it shortly after falling through the floor of a hallway.

ONE MEAN MOTHER

40 GP
SILVER

DEFEAT SILITHA.

Use the Abyssal Chain and your Chaos Form against the massive spider queen known as Silitha. You must keep moving to avoid her teleportation attacks. Watch for her to stand still, and grapple to her throat whenever she begins to taunt you. Slash at her repeatedly to whittle her down.

INTO THE VOID

10 GP
BRONZE

COLLECT THE VOIDWALKER.

The Voidwalker is located in the Black Throne. You find it en route to the first of three Guardians that protect the energy beams flowing from the Well of Souls.

PAYBACK'S A B****

50 GP
SILVER

DEFEAT STRAGA.

To open the way to Straga, defeat the three Guardians and guide the beams back to Azrael in the Black Throne's central chamber. Reach Straga's weak spot behind his head by using the Voidwalker to leap through a portal on his giant mace. Slash at the weak spot on his head to weaken him. Then leap down and slash at his head to score a critical hit.

SIGHT BEYOND SIGHT

10 GP
BRONZE

COLLECT THE MASK OF SHADOWS.

Azrael hands you the Mask of Shadows upon your arrival in Eden. You can use this device to view the Shadow Realm, seeing caskets and objects that would be invisible otherwise.

ULTIMATE BLADE

20 GP
SILVER

FORGE THE ARMAGEDDON BLADE.

Collect the seven Armageddon Blade Shards and bring them to Ulthane at Anvil's Ford. Have him forge the sword anew. The locations of the seven Armageddon Blade pieces are detailed in "The Destroyer" chapter of the walkthrough. You cannot obtain them until you return from Eden and see the vision at the Great Tree.

THE FINAL CHALLENGER

70 GP
SILVER

DEFEAT THE DESTROYER.

The Destroyer battle takes place in two phases. Ride Ruin and joust the Destroyer (dragon form) during the first phase. Slash at the beast's belly after you knock it down in the joust. During the second phase (angel form), you must focus on defense and Block Counter the Destroyer's attacks. It's best to upgrade the Devil's Cross attack before the battle to inflict maximum damage after each counter.

YOU CALL THAT EASY?

10 GP
GOLD

COMPLETE THE GAME ON EASY.

Select the EASY difficulty setting when you begin a new game, play all the way through, and defeat the Destroyer on this setting. Enemies are much easier to defeat and you take less damage in this mode. We recommend attempting the game on the NORMAL setting first and starting a new game on EASY only if you struggle to get past the Twilight Cathedral chapter. This bonus also unlocks if you defeat the game on a higher setting.

BALANCE RESTORED

100 GP
GOLD

DEFEAT THE GAME ON NORMAL.

Select the NORMAL difficulty setting when you begin a new game, play all the way through, and defeat the Destroyer on this setting. You must inflict the default amount of damage to defeat enemies, and their attacks inflict default damage levels to you. We recommend this difficulty setting for those new to the game. This bonus also unlocks if you defeat the game on a higher setting.

THE TRUE HORSEMAN

100 GP
GOLD

DEFEAT THE GAME ON APOCALYPTIC.

Begin a new game and select the APOCALYPTIC difficulty setting for a true challenge. Enemies are much more difficult to kill, and you suffer more damage from each enemy attack. We recommend playing through the game on NORMAL first before you attempt this mode.

Combat Bonuses

Each of the following Achievements/Trophies tests your mastery of the combat system, both in specific situations and over time.

OPEN AIR PARKING

5 GP
BRONZE

TAKE OUT A HELICOPTER WITH A CAR DURING THE APOCALYPSE.

During the game's Prologue portion, grab a car in the streets and hold the Focus button to target a helicopter as it flies past. Throw the car at it to knock it out of the sky and unlock this easy-to-miss bonus.

DEVASTATOR

10 GP
BRONZE

KILL 10 ENEMIES WITH THE BLADE GEYSER ATTACK.

The best place to accomplish this feat is during the "Speed Brawl" Shadow Arena Challenge at The Choking Grounds. Wait for the Wicked Males and Wicked Females to rise to their feet, and let them move in good and close. Then unleash the Blade Geyser attack. This works best if the Blade Geyser is at least level two.

AERIAL PREDATOR

20 GP
BRONZE

DEFEAT 160 ENEMIES WHILE ON THE ANGELIC BEAST.

You take off atop the Angelic Beast during your journey from Broken Stair to Twilight Cathedral. The caves and tunnels you fly through are filled with countless enemies. Hold the Attack button to lock onto as many foes as possible, rapidly open fire on them, and lock onto the next batch. Don't forget to attack ground-based enemies too! There isn't much margin for error if you hope to reach the 160 tally. Fully exploit the Duskwings and Locusts that fly en masse within the lava caves, and don't let up. It's better to focus on the more numerous smaller enemies than the single larger enemies, regardless of the threat that the latter pose.

HIGH FLIER

20 GP
BRONZE

KILL FIVE DUSKWINGS WITHOUT TOUCHING THE GROUND.

Use the beginning of "The Gory End" challenge at The Choking Grounds to kill five Duskwings without touching the ground. Double-jump into the air, press the Action button to grab a Duskwing, and drive your sword up through its torso. As this animation plays out, circle the camera around to pinpoint a nearby Duskwing. Leap toward it as you pull your sword from the slain Duskwing. Chain together five Duskwing kills without touching the ground to unlock this bonus.

WHO'S COUNTING?

20 GP
BRONZE

DEFEAT MORE ANGELS THAN ULTHANE.

To unlock this bonus, rack up more kills than Ulthane during the journey across Anvil's Ford. Build an early lead by using the Instant Kill technique to finish off the Angel Soldiers that Ulthane engages. Then, when you're armed with the Redemption, peer over toward Ulthane from time to time and blast a few of the Angels near him. Ulthane might not like you stealing his kills, but he can't do anything to stop it.

SLAYER

10 GP
BRONZE

KILL 666 DEMONS.

Shadow Arena Challenges really go a long way toward helping you pad your kill tally. Unlocking this bonus is sure to happen eventually—probably during the contest with Ulthane at Anvil's Ford. It might happen even sooner if you take your time fighting the Jailer. Let the Jailer live longer than he otherwise might, and continue indiscriminately slaughtering the numerous enemies he summons during the battle. Either way, you're virtually guaranteed to unlock this bonus with time, so don't sweat it.

RIVER OF BLOOD

10 GP
BRONZE

SHED 3000 GALLONS OF DEMON BLOOD.

Every enemy spills a different amount of blood. Naturally, a Grappleclaw produces a much larger volume of blood than a Minion. The average amount of blood per kill is roughly 2.1 gallons based on playing through the entire game on the Normal difficulty setting. Using that average, you have to kill approximately 1,425 enemies in order to spill the requisite 3000 gallons of blood. You'll likely reach this tally during your journey through Iron Canopy or at The Black Throne. Check your stats at any time by pressing the Map button and cycling to the "Stats" screen.

HORSEMAN

20 GP
BRONZE

KILL 150 DEMONS FROM HORSEBACK.

This bonus is tricky to unlock if you don't know about it, because you're not likely to encounter a full 150 enemies in the Ashlands after you get Ruin. The best way to ensure you reach the full 150 is to summon Ruin every time you return to Scalding Gallow. Spend a few moments riding back and forth, slashing at various demons that spawn in this area. Returning to Crossroads or Choking Grounds is also worthwhile, as you can slay a seemingly limitless number of lower-level enemies from Ruin's back.

IMPROVISED KILLS

10 GP
BRONZE

KILL 150 ENEMIES WITH ITEMS FROM THE ENVIRONMENT.

You have to make a real effort to use environmental objects to unlock this bonus. You accumulate a number of kills by throwing cars, not to mention another 15 from the "World of Pain" challenge at Drowned Pass. But the only way to get 150 kills is to use lampposts, street signs, and all sorts of furniture that you encounter. To pad your kill tally, use lampposts at Scalding Gallow each time you return to Samael. Consider making occasional return trips to The Crossroads to use the posts and furniture there as well. Chances are, you'll still have to have to put some time into unlocking this bonus during your search for the Armageddon Blade Shards. But it's easier if you chip away at this bonus little by little throughout the game.

DARK RIDER

10 GP
BRONZE

RIDE FOR 100 MILES.

You don't reunite with Ruin until the end of your journey across the Ashlands, but there's still time to accumulate 100 miles in the saddle. You rack up a certain distance fighting the Ash Titan and the Stygian, and again during a later battle. But there isn't much use for Ruin outside the Ashlands. We recommend using Ruin every time you return to Scalding Gallow, even if just for a minute or two. Then focus on unlocking this bonus after you return to the Ashlands after the Black Throne. Ride back and forth across the plains and through the lengthy U-shaped cave until you reach 100 miles.

BATTLE HARDENED

20 GP
SILVER

MAX OUT ALL WEAPONS AND UNLOCK ALL MOVES.

This is one of the most difficult bonuses to unlock. The sheer volume of Souls needed to purchase every attack move from Vulgrim is daunting. Plus, the time it takes to level up all of the weapons further complicates this task. For the most part, you just have to invest a lot of time fighting a slew of enemies, remembering to switch attacks across all three weapons. However, a couple of steps can make the going smoother. For starters, equip the Combat Lore enhancement on whichever weapon you're currently leveling up. Then, once you max out one weapon, swap Combat Lore to another weapon. Use the Death's Blessing enhancement with the Scythe to increase the number of Souls you earn during combat. Lastly, seek out and kill the four Wicked K enemies. They yield a wealth of Souls, making them a primary means to unlock all of the combat moves.

WRATH MACHINE

10 GP
SILVER

COLLECT ALL THE WRATH POWERS.

Including Blade Geyser with which you begin the adventure, there are four individual Wrath Powers. Each one can be upgraded to level four. Stoneskin is available from the outset, but you can acquire Immolation and Affliction only after you complete Twilight Cathedral and The Hollows, respectively. You need only Level 1 of each Wrath Power to obtain this bonus. To earn sufficient Souls, be sure to equip enhancements, such as Death's Blessing or Reaper, and go after each of the Wicked K enemies.

Collector of the Apocalypse

You earn the remaining Achievements/Trophies not just for playing through the game, but for taking the time to fully explore the environments and find every last collectible.

TREASURE HUNTER

20 GP
SILVER

SEARCH 150 CASKETS.

You must be thorough and locate every casket you can along the way, but you can unlock this bonus during your search of Eden. If you're really exhaustive in your searching, you can even get this bonus in Eden without backtracking to previous areas!

WORLD RAIDER

30 GP
SILVER

COLLECT ALL 27 ARTIFACTS.

Completing this quest takes you to the very end of the game, but the rewards are worth the effort. There are 20 Soldier Artifacts, six Champion Artifacts, and one Overlord Artifact to find and trade to Vulgrim. Vulgrim rewards you with Souls each time you find an Artifact. He also provides an extra reward when you complete an entire set. All Artifact locations are discussed in detail throughout the walkthrough and again in the Collectibles chapter.

LEGENDARY FORM

20 GP
SILVER

COLLECT THE ABYSSAL ARMOR SET.

Ten pieces of Abyssal Armor are scattered across the world. Many of them are in hard-to-find places that you can't reach until the very end of the game. Each rests in a casket with the exception of one—the Tormented Gate at Drowned Pass gives you a piece of Abyssal Armor after you complete the four Shadow Challenges there. Each piece's location is detailed in this guide's walkthrough and again in the Collectibles chapter.

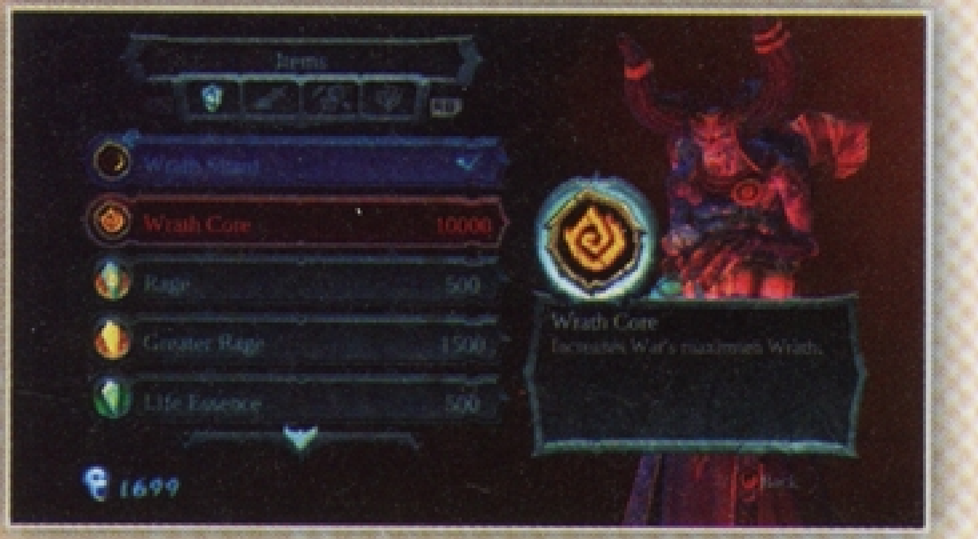
WRATH OF WAR

20 GP

SILVER

COLLECT THE MAXIMUM AMOUNT OF WRATH CORES.

You exit the Charred Council with just two Wrath Cores, but you can ultimately gain a total of 10 Wrath Cores. You gain additional Wrath Cores primarily by finding caskets containing Wrath Shards—four Wrath Shards constitute one Wrath Core. However, you must find a few whole Wrath Cores as well. The following table lists all of the Wrath Shards and Wrath Cores in the game.



Wrath Core
Increases War's maximum Wrath.

LOCATION	WRATH SHARDS	WRATH CORES
Vulgrim (for sale)	1	1
Vulgrim (Overlord Artifact reward)	-	1
Serpent Holes	2	-
Crossroads	1	-
Scalding Gallow	2	-
Choking Grounds	1	-
Broken Stair	-	-
Twilight Cathedral	2	1
Drowned Pass	1	-
Drowned Pass to Anvil's Ford Transition	1	-
Anvil's Ford	2	-
The Hollows	2	-
Dry Road	-	-
The Ashlands	1	-
Iron Canopy	2	-
The Black Throne	1	-
Eden	1	-

FULL POWER
20 GP
SILVER

COLLECT THE MAXIMUM AMOUNT OF LIFESTONES.

You begin your quest with just one Lifestone in reserve, but you can gain a total of 10 Lifestones by the time you head off to fight the Destroyer. As with Wrath, you increase your total number of Lifestones by finding Lifestone Shards (four Lifestone Shards constitute one Lifestone) and by finding complete Lifestones (one awarded after each major boss battle). The following table lists the Lifestone Shards and Lifestones. The table accounts for Lifestones earned through boss battle victories.

LOCATION	LIFESTONE SHARDS	LIFESTONES
Vulgrim (Soldier Artifact reward)	1	-
Vulgrim (Champion Artifact reward)	1	-
Serpent Holes	1	-
Crossroads	1	-
Scalding Gallow	-	-
Choking Grounds	2	-
Broken Stair	2	-
Twilight Cathedral	1	1
Drowned Pass	2	-
Anvil's Ford	-	-
The Hollows	1	1
Dry Road	1	-
The Ashlands	2	1
Iron Canopy	-	1
The Black Throne	1	1
Eden	-	-

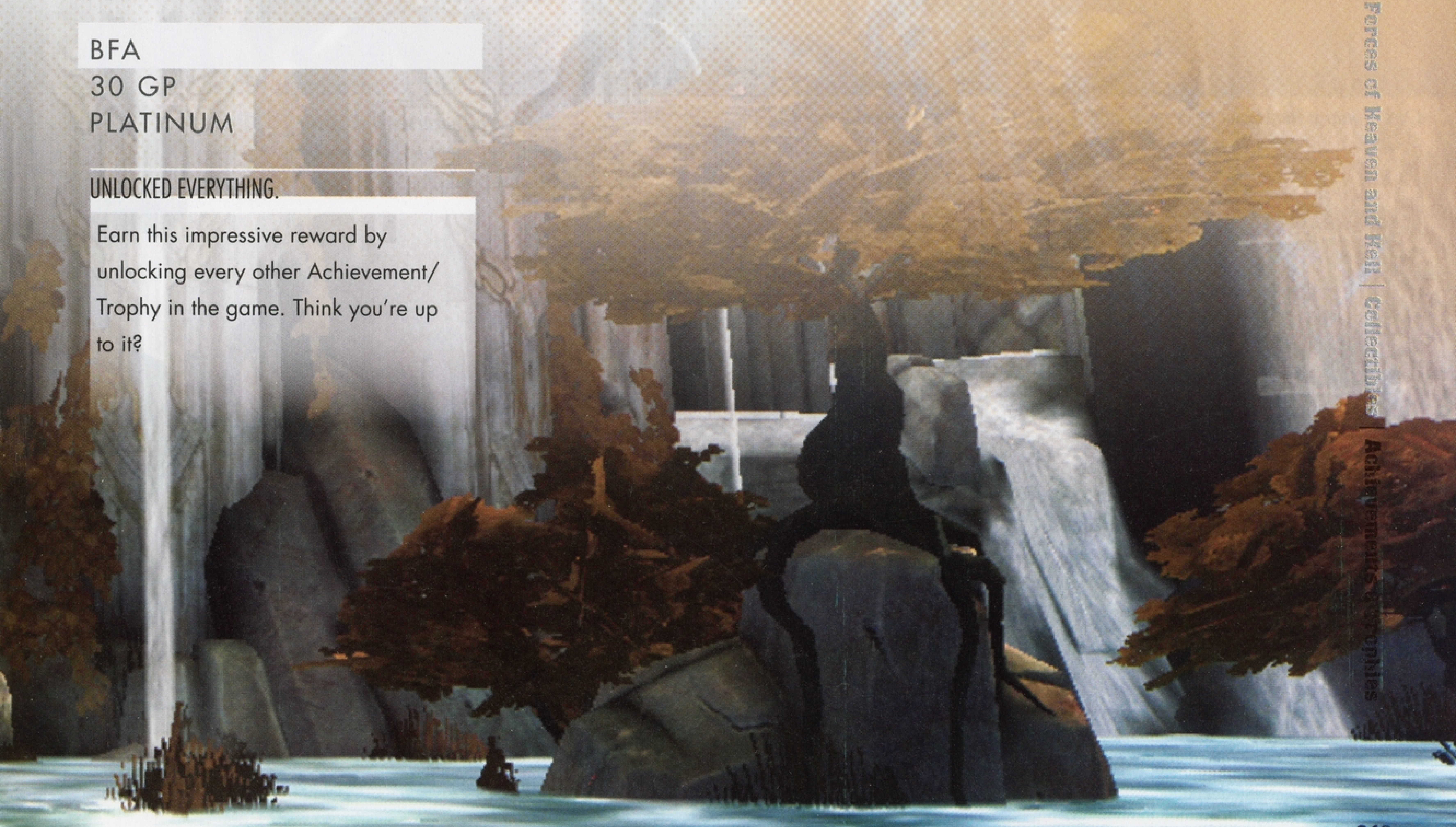
Lifestone

This arcane stone increases War's maximum health.

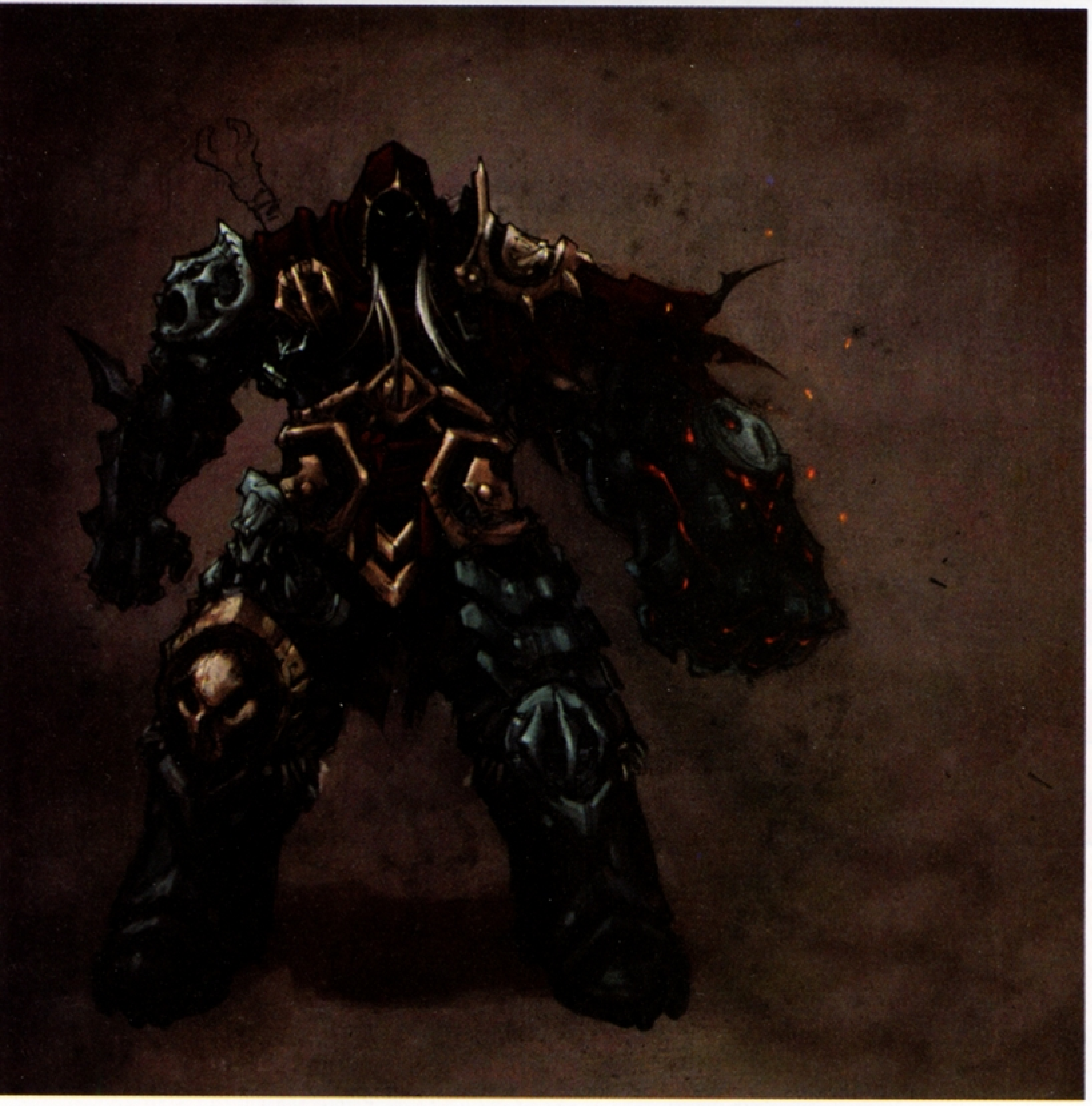
BFA
30 GP
PLATINUM

UNLOCKED EVERYTHING.

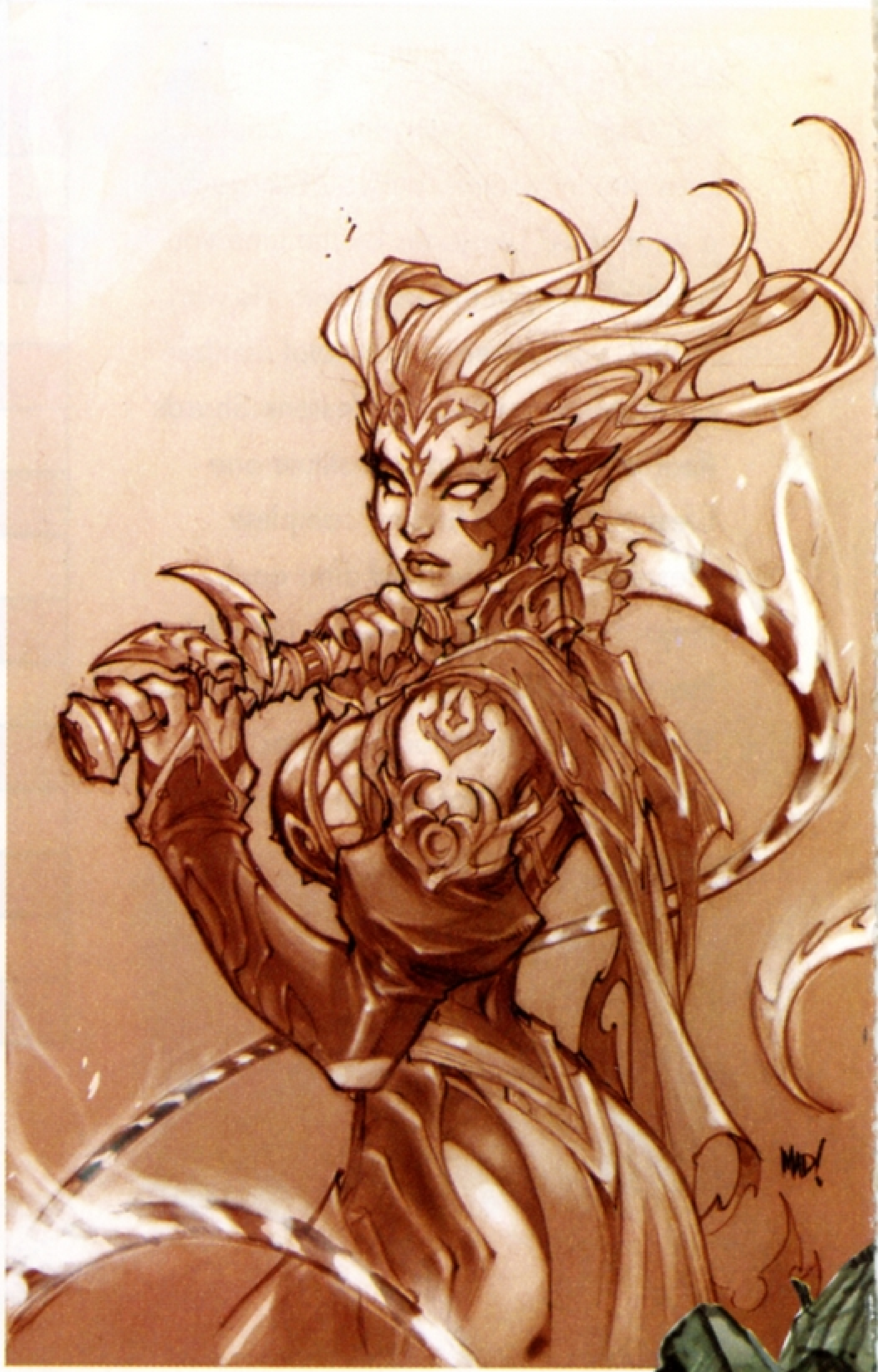
Earn this impressive reward by unlocking every other Achievement/ Trophy in the game. Think you're up to it?



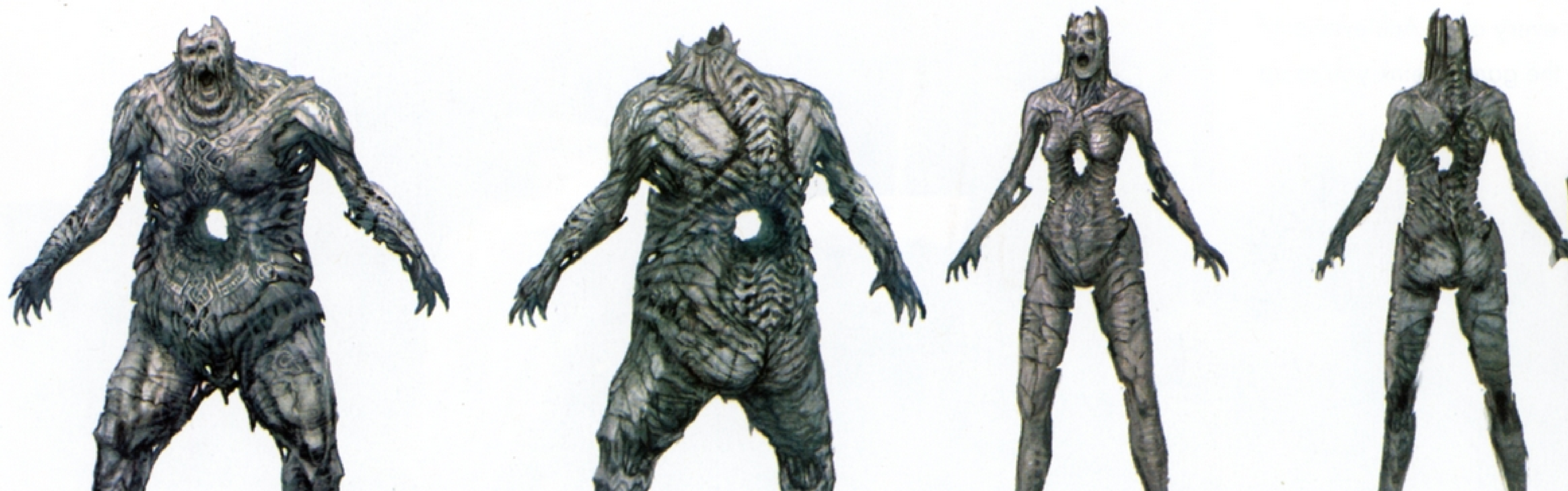
Characters and Enemies



One of many iterations of War created during the character development phase.



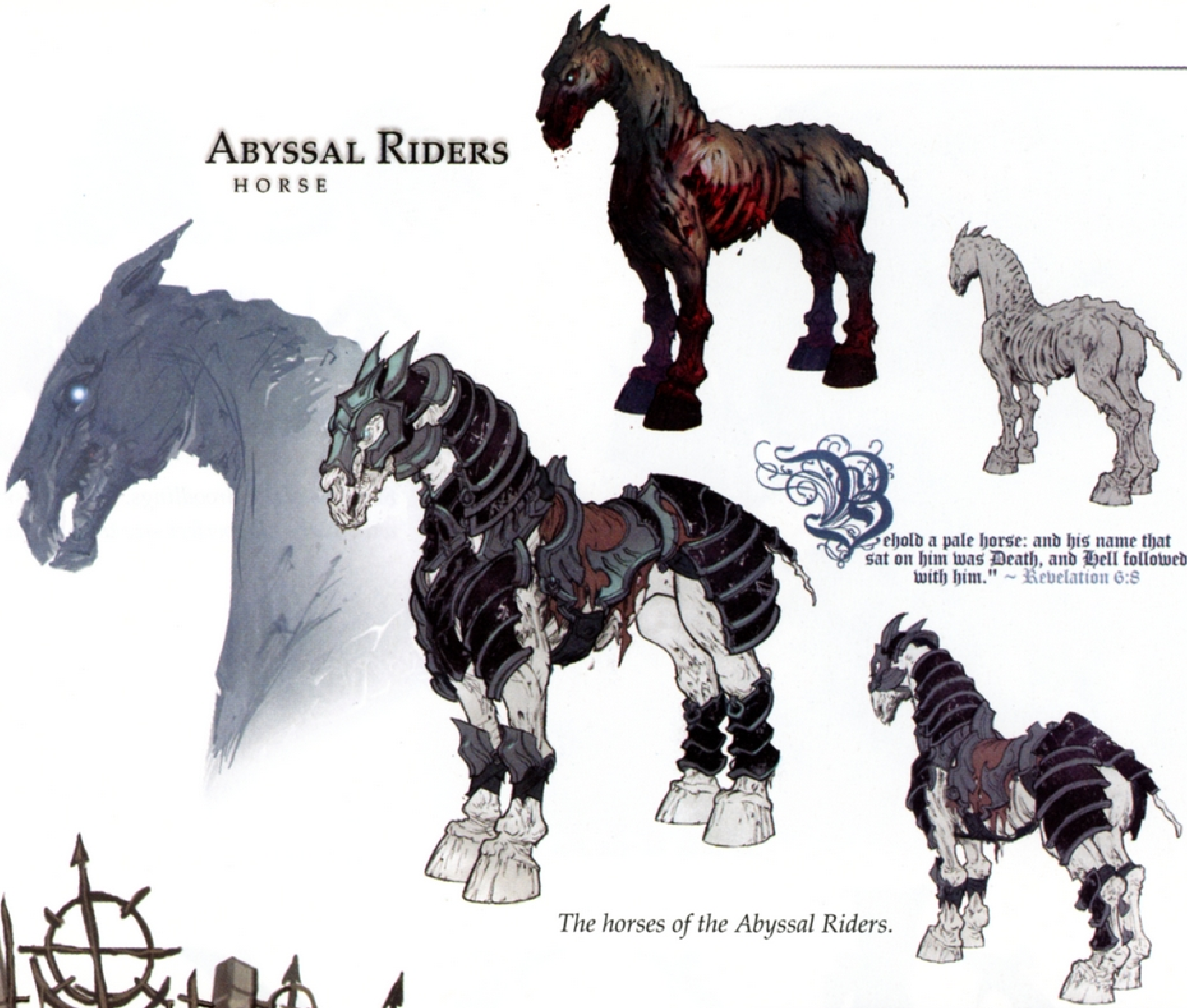
Not every character that gets created conceptually makes the finished product…



Early models of the Wicked Males and Wicked Females didn't have any clothes, only a mysterious hole through their torso.

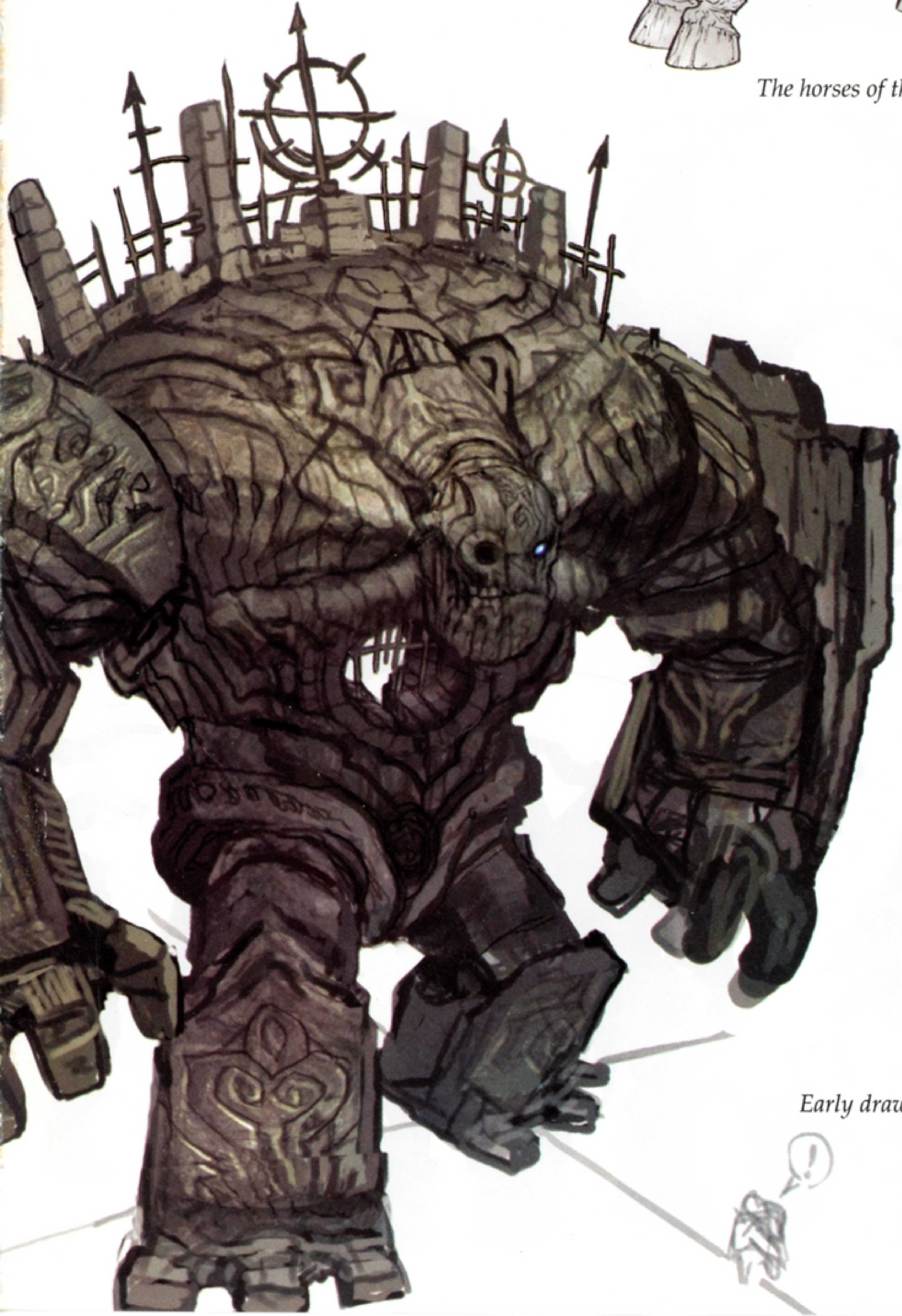
ABYSSAL RIDERS

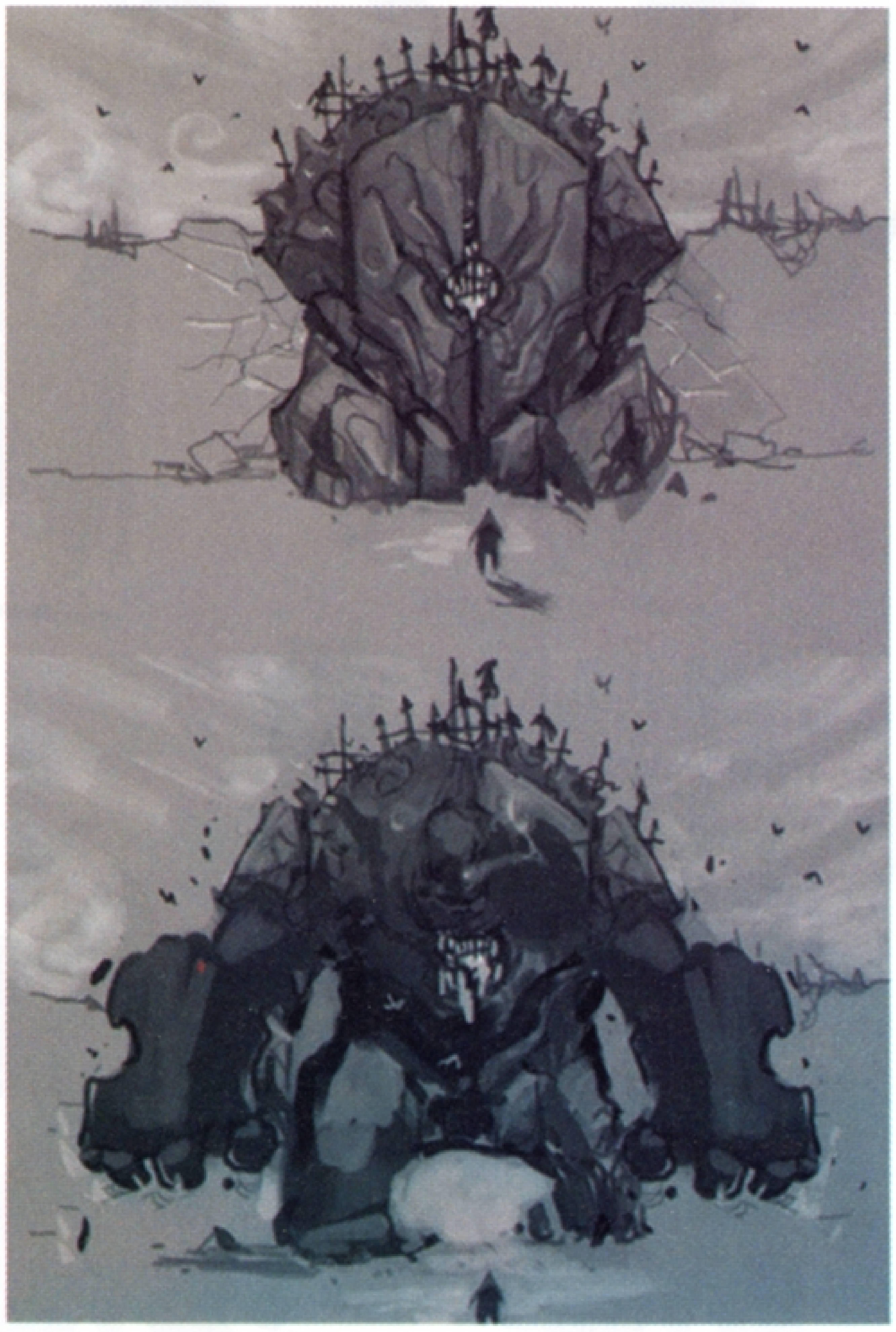
HORSE



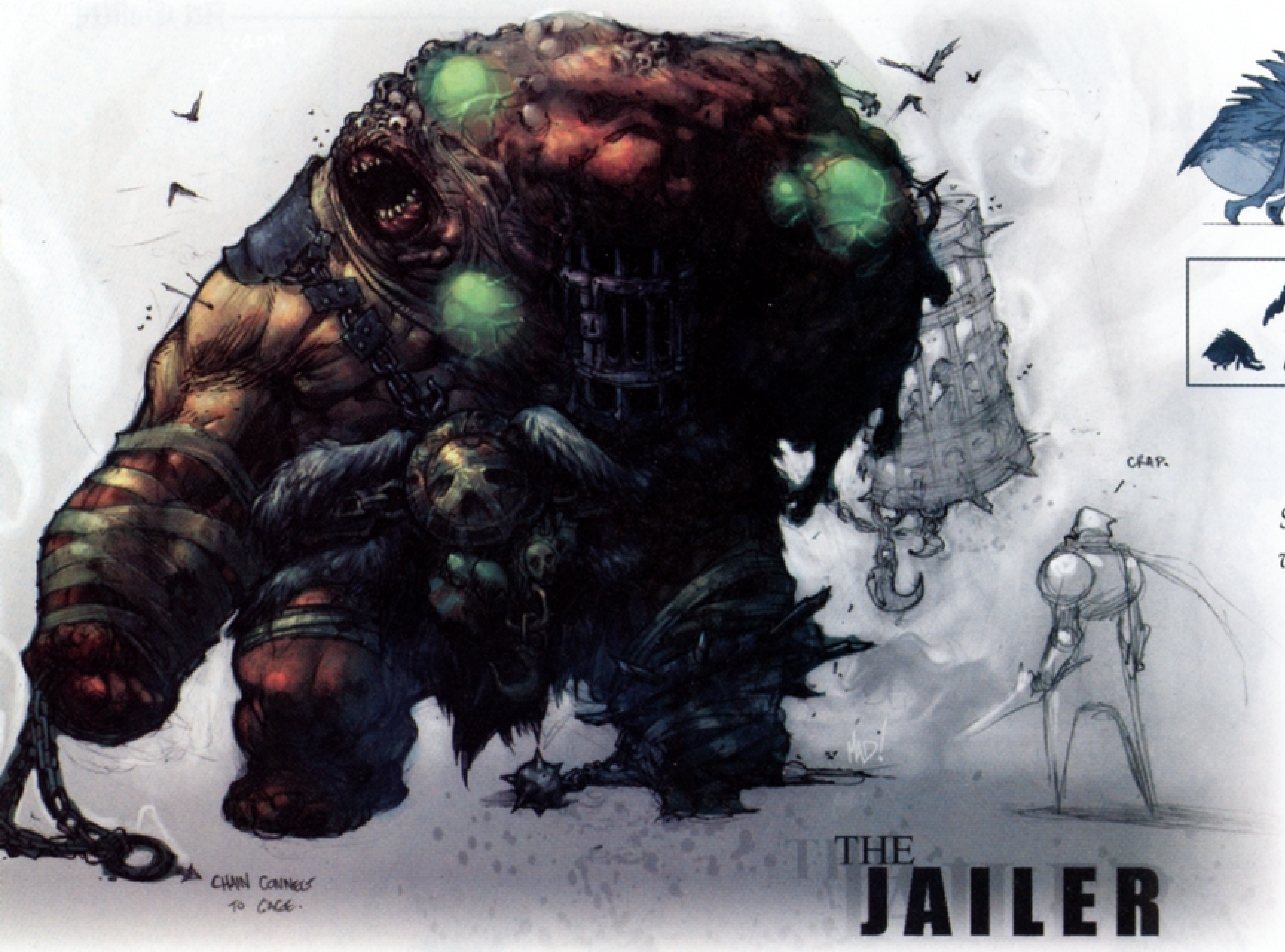
"Behold a pale horse: and his name that sat on him was Death, and Hell followed with him." ~ Revelation 6:8

The horses of the Abyssal Riders.



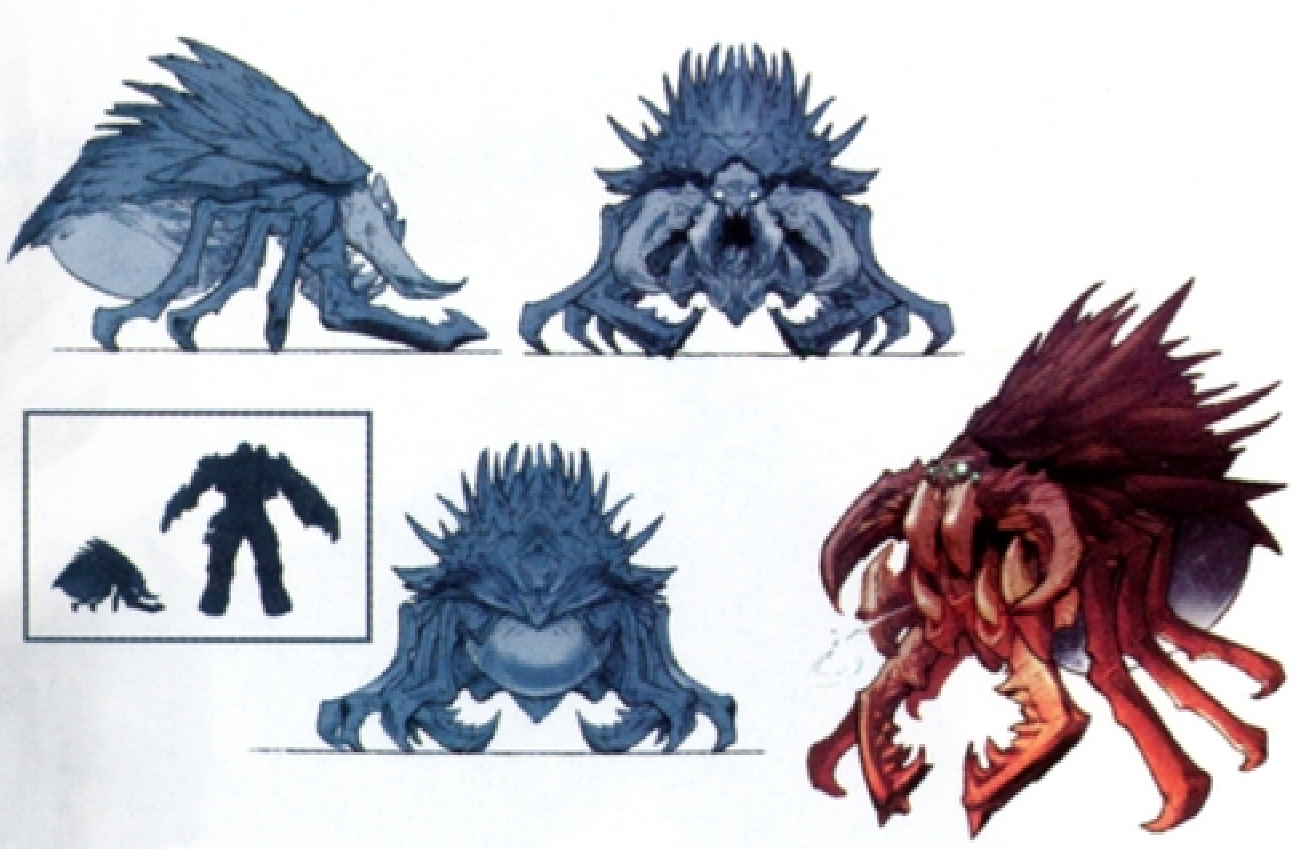


Early drawings of the Tormented Gate shown in both locked and free stances.


CRAP.
MAD!
CHAIN CONNECTS TO CAGE.

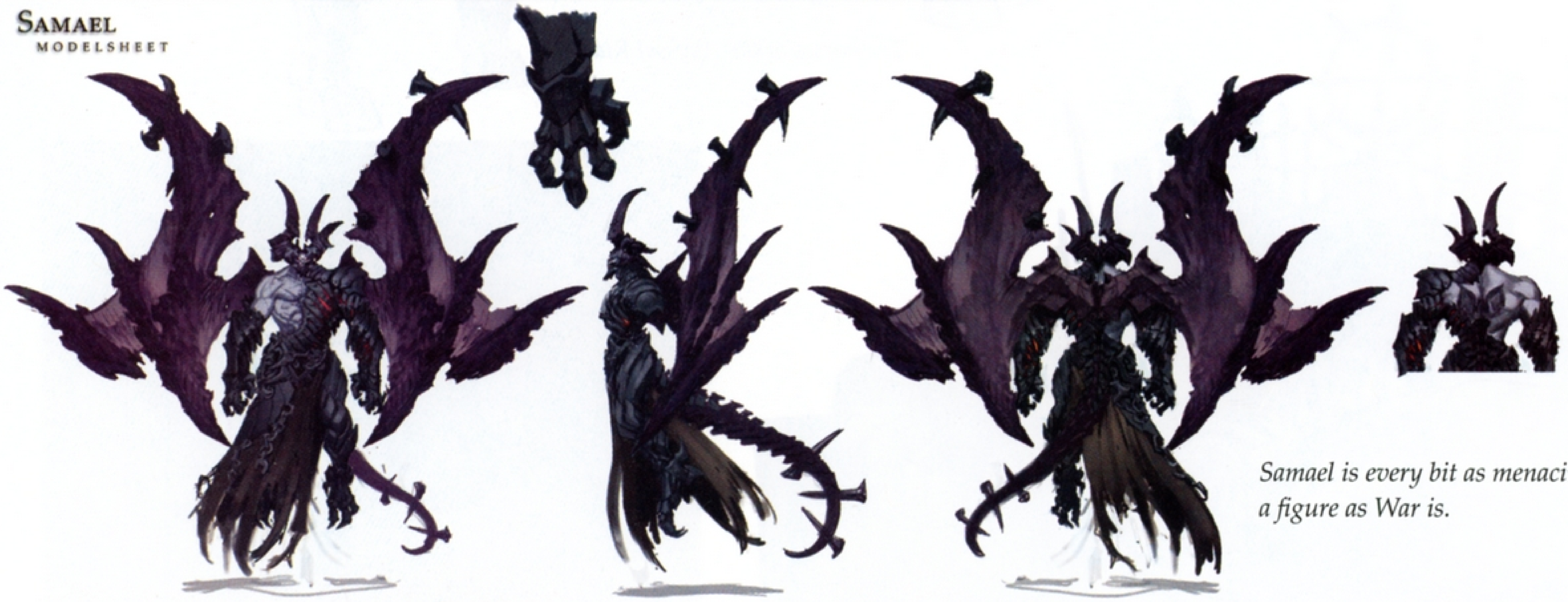
THE JAILER

Few would dispute that the Jailer is one of the most wretched-looking creatures to survive the Apocalypse.

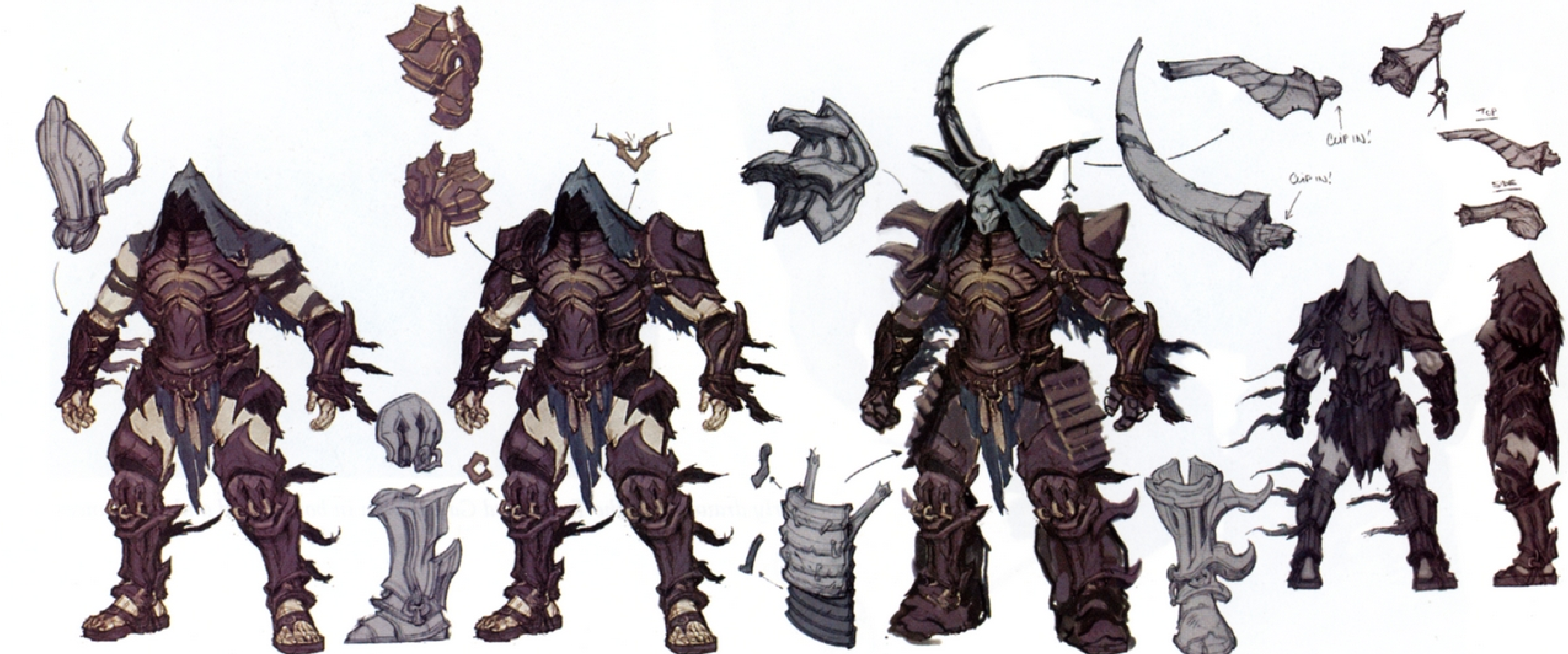


Sketches of the Broodlings. Note the size comparison with War—the perfect size to be stomped to death!

SAMAEL
MODELSHEET

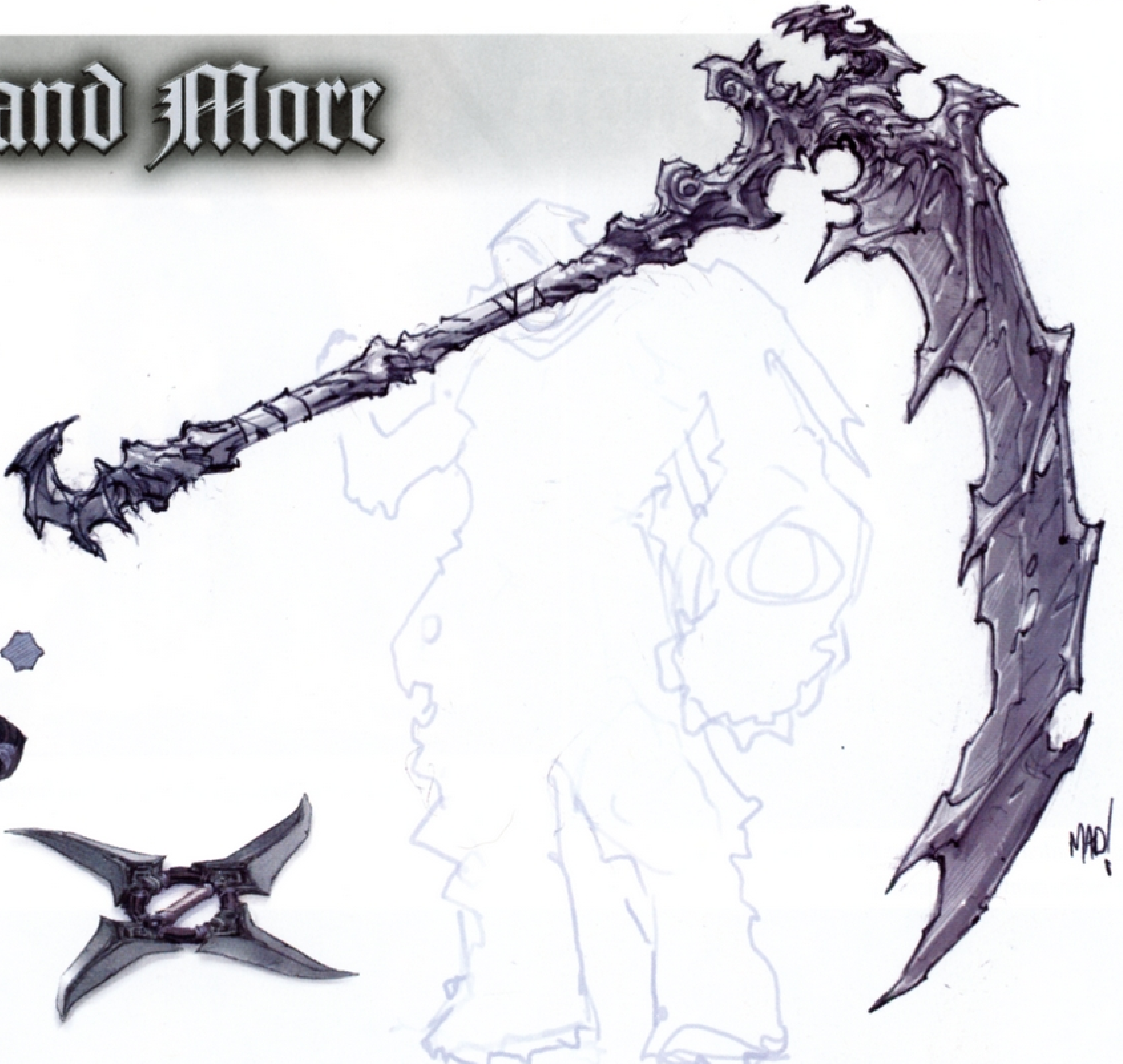


Samael is every bit as menacing a figure as War is.


CUP IN!
CUP IN!
TOP
SIDE

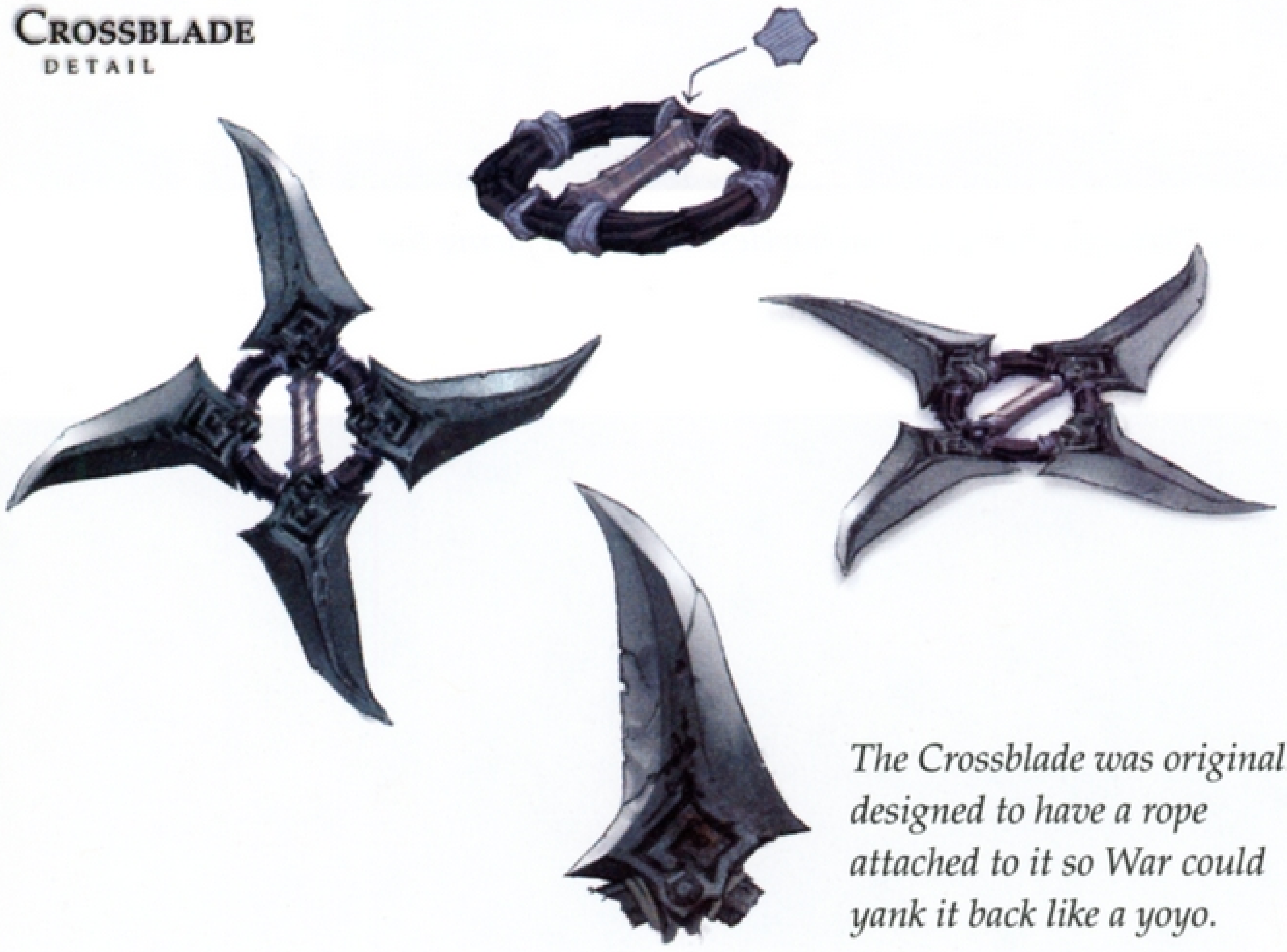
Early mockups of the Abyssal Riders.

Weapons and More



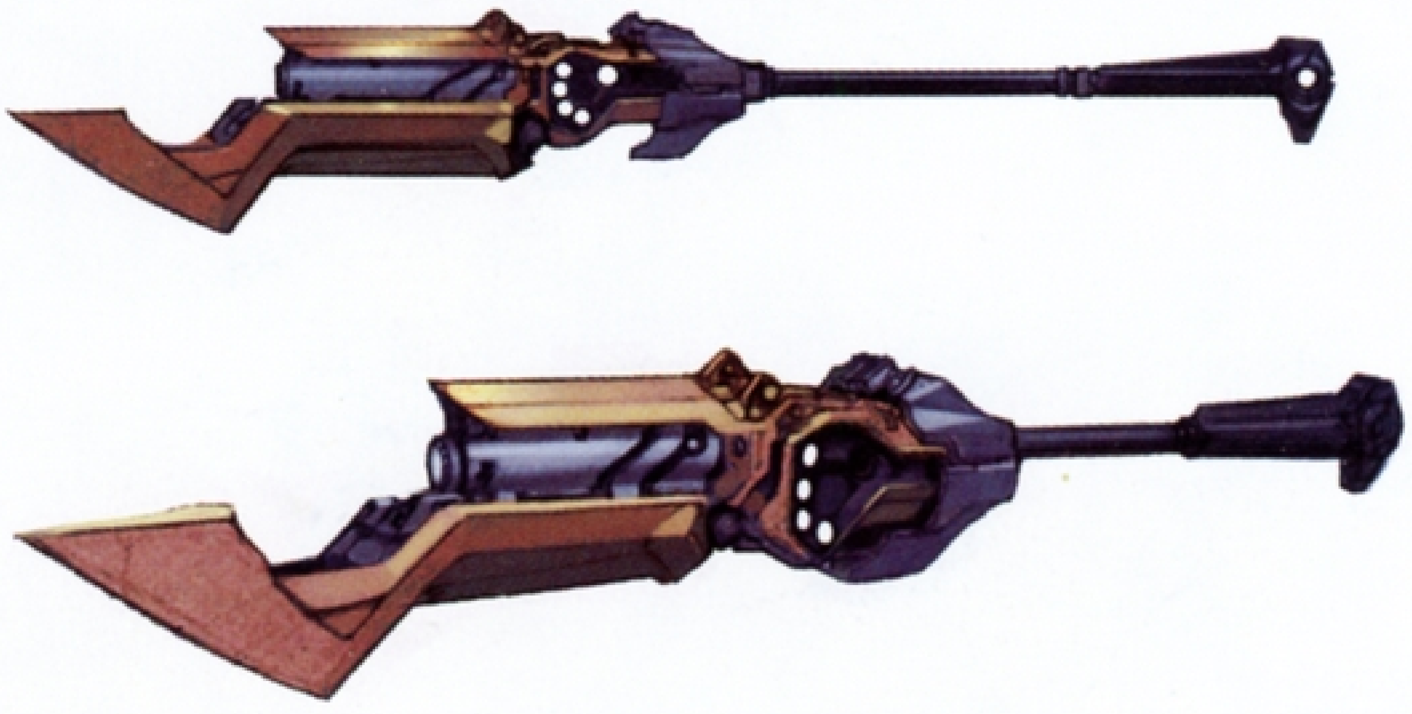
Crossblade

DETAIL

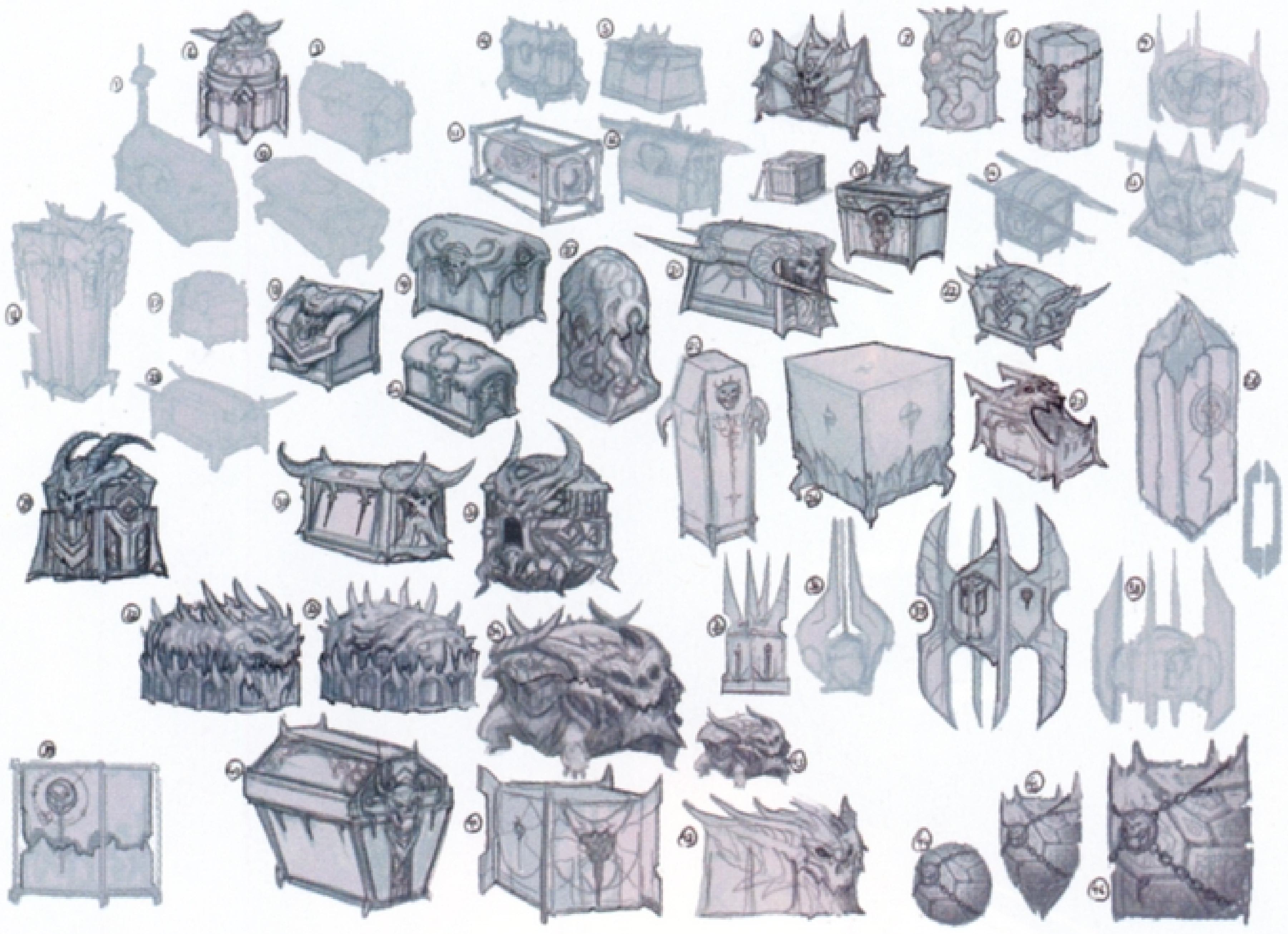


The Crossblade was originally designed to have a rope attached to it so War could yank it back like a yoyo.

The Scythe (a.k.a. Harvester) is a huge weapon—even as big as War himself!

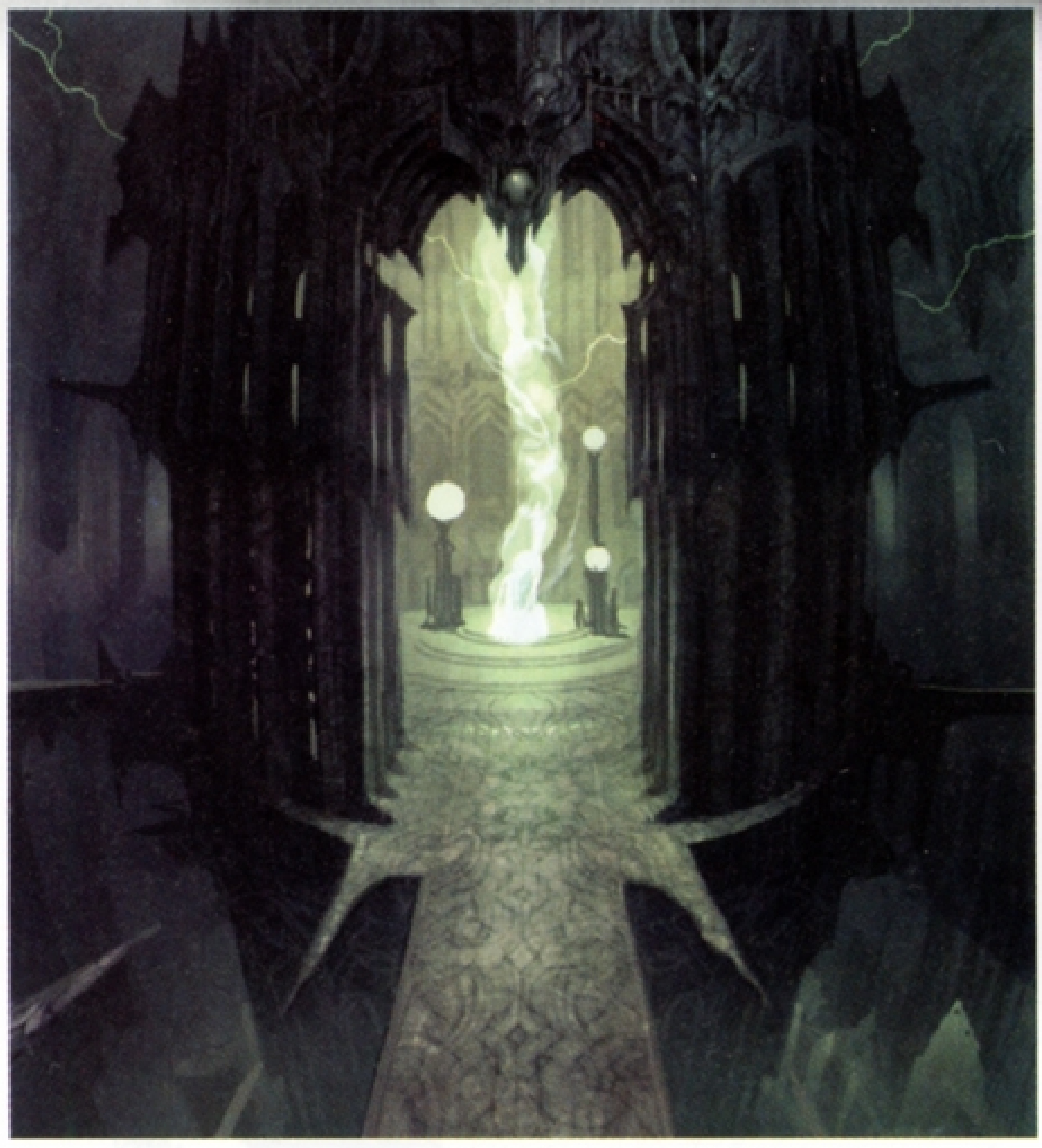


A sword that fires projectiles? These Angels came for a fight!

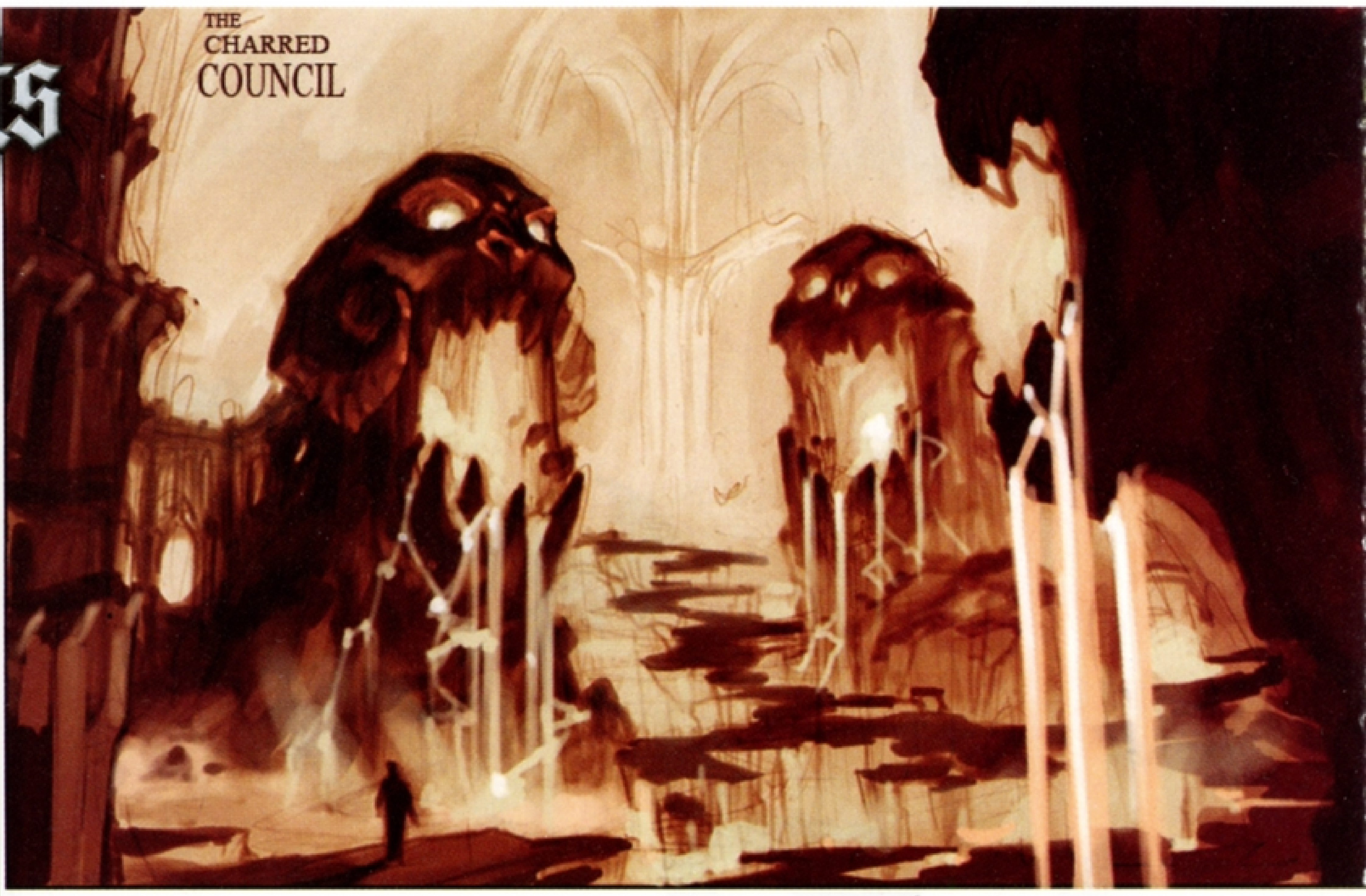


Artists created dozens of different types of caskets before settling on a final half-dozen types.

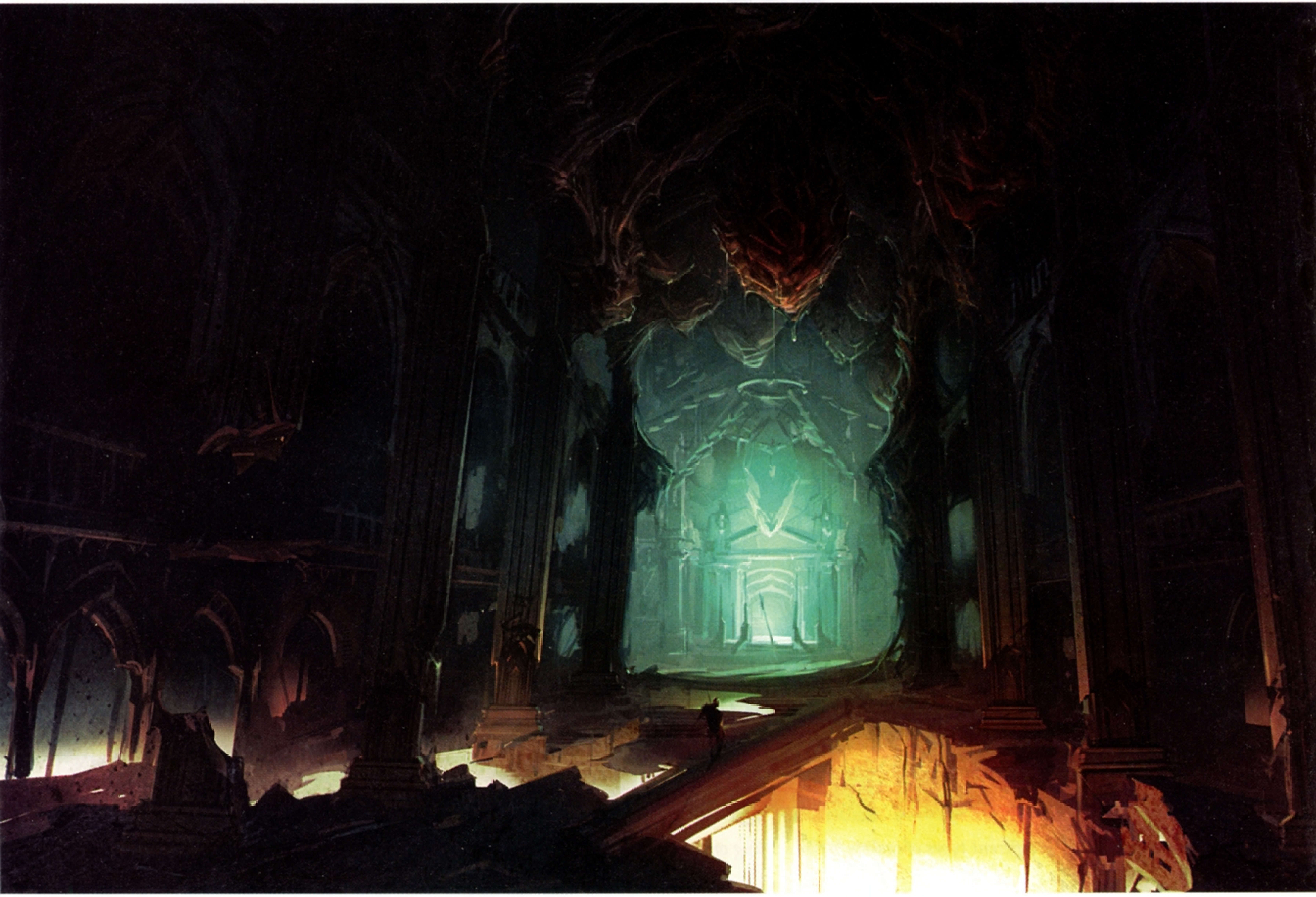
Environments



An early idea for what the Black Throne would eventually come to resemble.



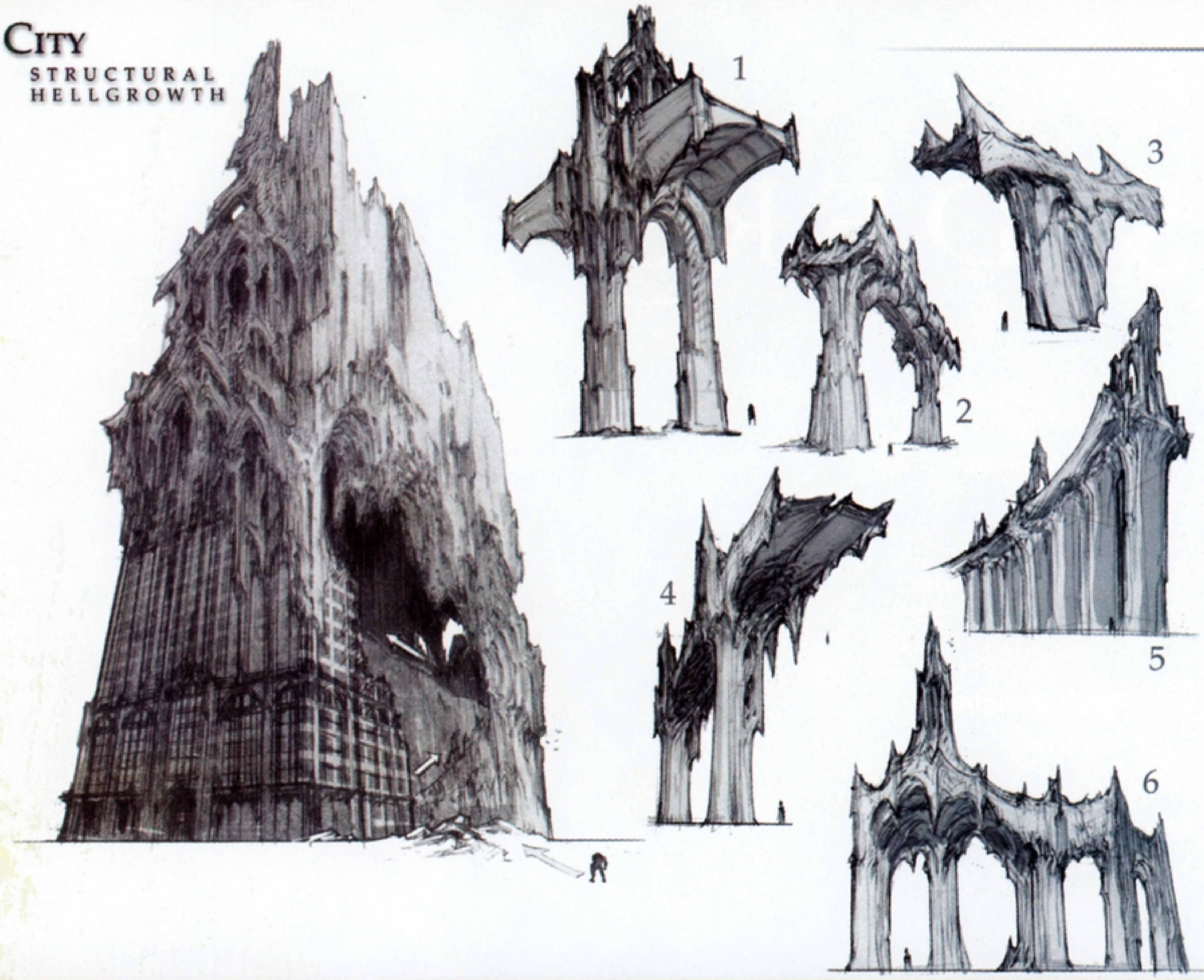
One can't help but sense feelings of despair and hopelessness when facing the Charred Council



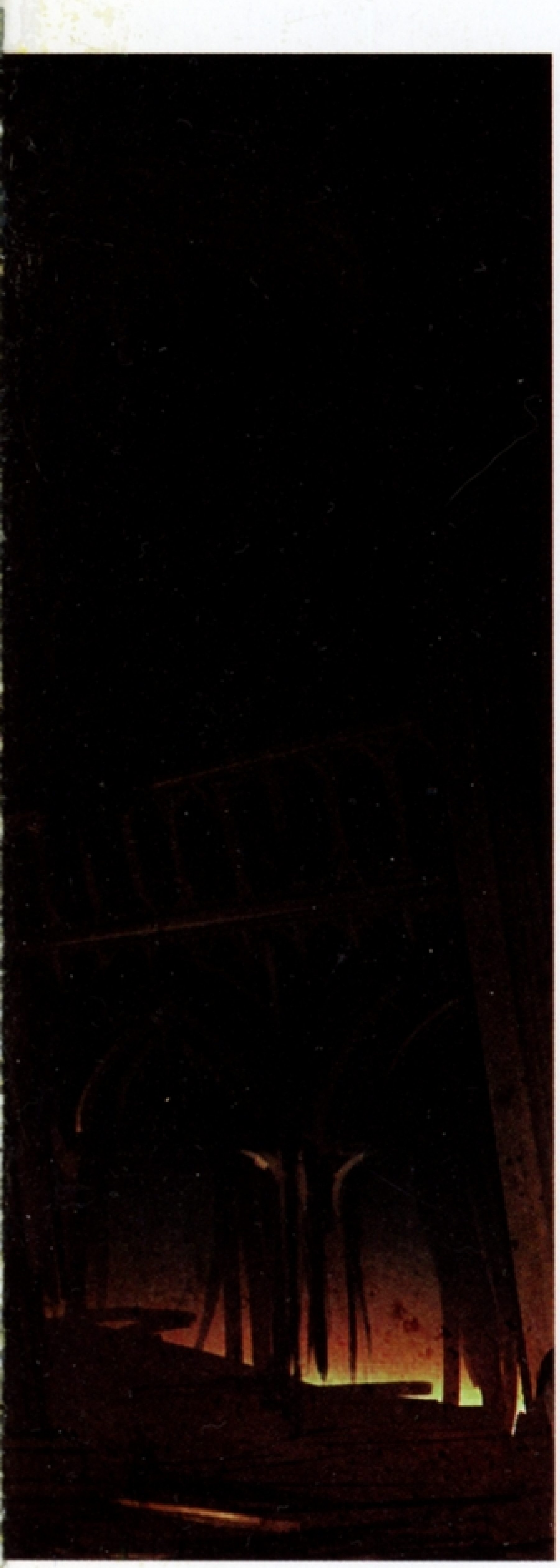
Twilight Cathedral is the first big interior area the player encounters. This "mood shot" hints at the area's eventual scale.

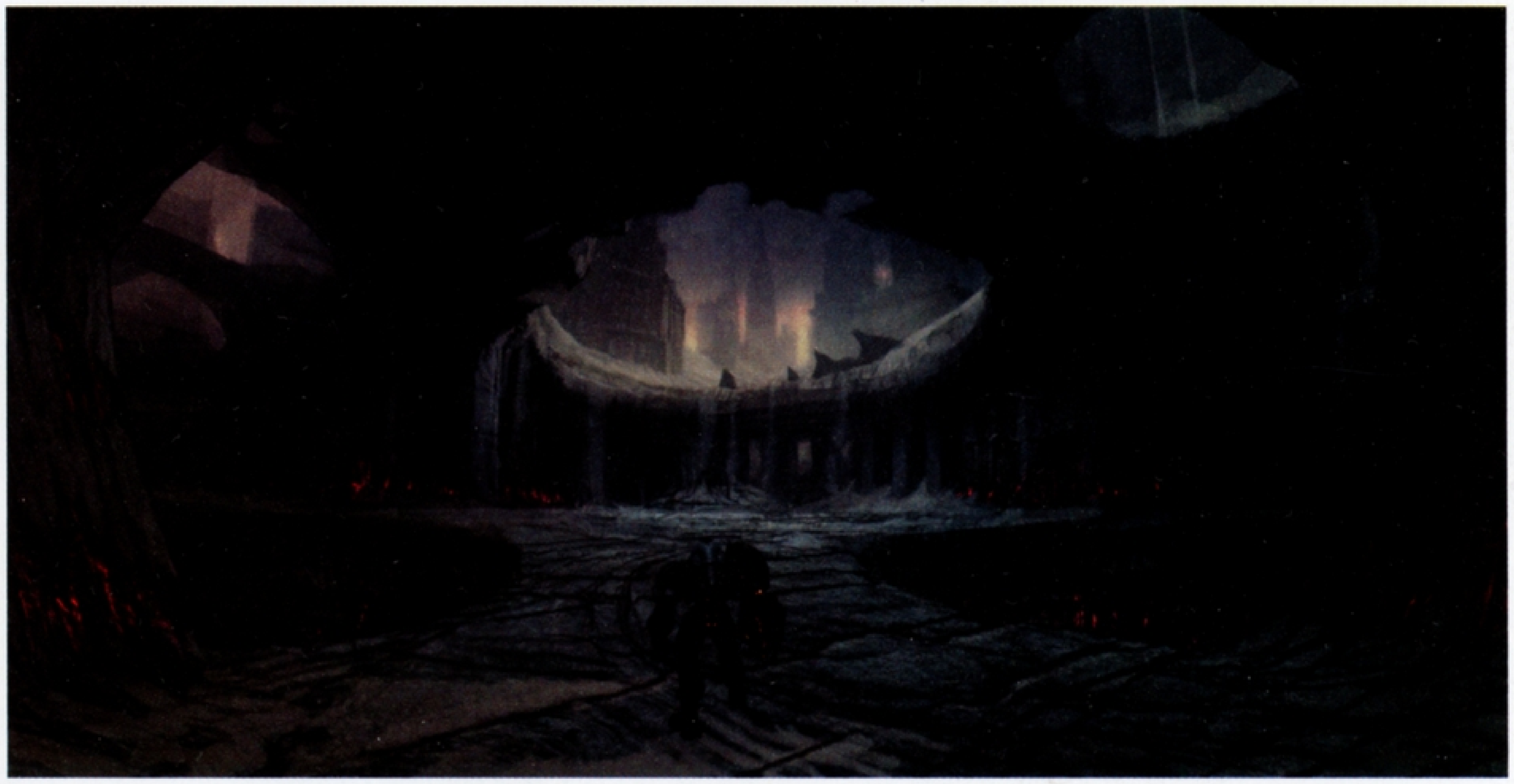
CITY

STRUCTURAL HELLGROWTH

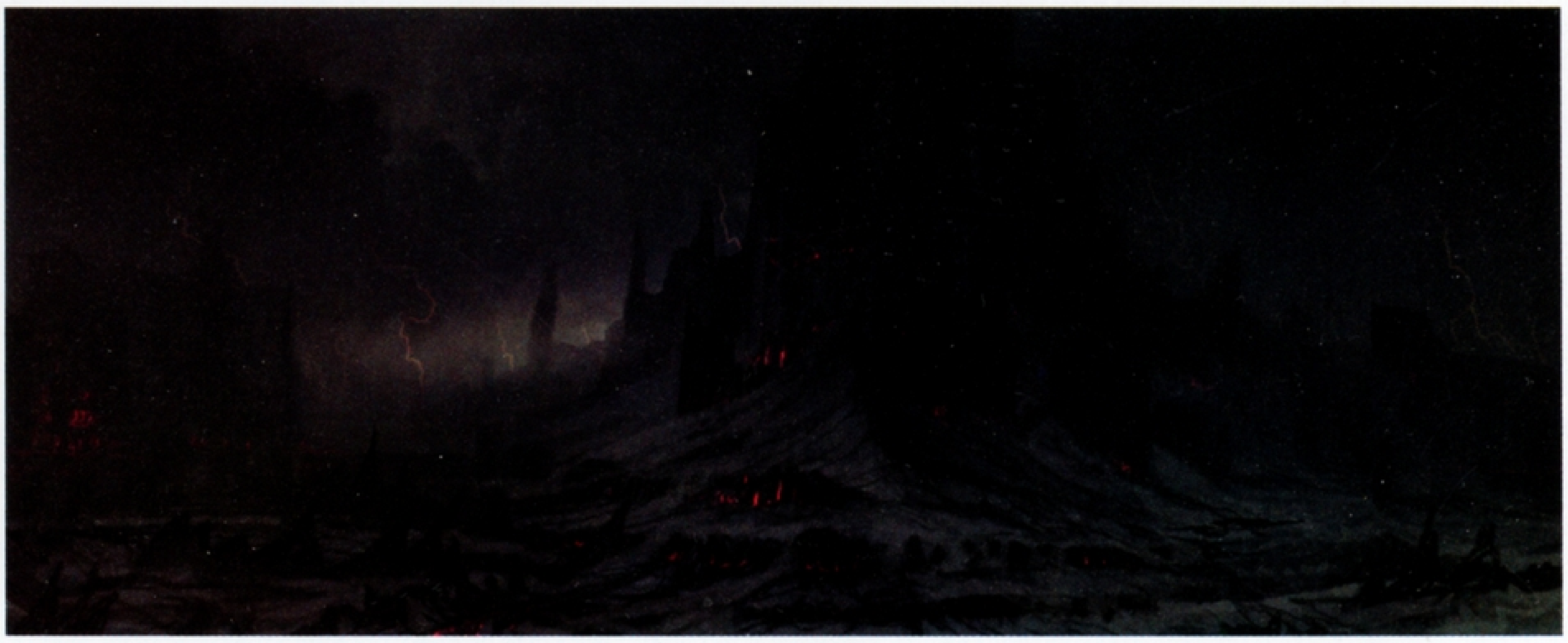


It's worth taking a moment to appreciate the city ruins in each area's background to see the beauty in the crumbling buildings.





The tunnels in Ashlands were originally going to look a lot different



An early piece of concept art for the Ashlands area.

DARKSIDERS™

Official Strategy Guide

By Doug Walsh

© 2009 DK/BradyGAMES, a division of Penguin Group (USA) Inc. BradyGAMES® is a registered trademark of Penguin Group (USA) Inc. All rights reserved, including the right of reproduction in whole or in part in any form.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

© 2009 THQ Inc. Developed by Vigil Games. Darksiders, Vigil Games, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN-10: 0-7440-1086-1

ISBN-13: 978-0-7440-1086-2

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

Printed in the USA.

credits

Title Manager
Tim Fitzpatrick

Screenshot Editor
Michael Owen

Book Designer
Doug Wilkins

Production Designer
Wil Cruz

bradygames staff

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

acknowledgments

BradyGAMES sincerely thanks everyone at THQ and Vigil for their gracious support of this project. Very special thanks to Kirk Somdal, Daniel McGuffey, Robert Benjamin, David Adams, Tim Bell, Tim Campbell, Clint Chapman, Waleed Kamel, Joe Madureira, Rob Sheperd, and Brian Balistreri. Without your help, this guide would not have been possible—thank you!

Doug Walsh: *Darksiders* provided an excellent way to wrap up another great year! Huge thanks to my editor Tim Fitzpatrick who is always a pleasure to work with. I anxiously look forward to our next project together. I also want to thank Leigh Davis, David Waybright, and Mike Degler of BradyGames for their continued support and for assigning me this project. Kudos to Doug Wilkins for another crack job on the design. Lastly, I want to thank everyone at THQ and Vigil for their support, specifically Daniel McGuffey of THQ, who was very helpful as we neared completion of the book.

your last days begin now

Deceived into bringing about the end of the world, War—the first Horseman of the Apocalypse—wrote the end to the chapter of man. Now, dishonored and facing his own death, War has a chance to return to Earth to search for the truth and punish those responsible. Take on the forces of Hell and lead War to vengeance and vindication with this Signature Series guide!

Straga
STRAGA'S ATTACKS
Forces of HEAVEN AND HELL
The Wicked
WICKED MALE
WICKED FEMALE
FLESHBURSTER
Start Point

COMPREHENSIVE WALKTHROUGH

We lead you step by step from Armageddon and mankind's end of days, all the way to War's final confrontation with The Destroyer, including every Shadow Arena Challenge!

EXPERT TACTICS

We show you how to make the most of War's weapons and abilities. Learn every technique and special attack, when to use Wrath Powers and Chaos Form, and select the best weapon enhancement for any job! Maximize your Wrath Core, Soul, and Lifestone usage!

COMPLETE COLLECTIBLES COVERAGE

We take you to every collectible in the game—find all 10 Abyssal Armor pieces and 27 Artifacts, reassemble the Armageddon Blade, and more!

DETAILED MAPS

Our maps depict every area in the game, revealing Chest and Boss locations, Artifacts, Shadow Arenas, Vulgrim trading posts, Wicked K encounters, and more!

THAT'S NOT ALL!

Profiles, HP, Attack, and Damage Data for Every Enemy, Winning Boss Tactics, Every Achievement and Trophy, and Much More!

www.bradygames.com www.thq.com www.vigilgames.com

© 2009 THQ Inc. Developed by Vigil Games. Darksiders, Vigil Games, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

BASED ON A GAME RATED BY THE ESRB
MATURE 17+

$19.99 USA / $22.99 CAN / £12.99 Net UK

ISBN-13: 978-074401086-2
ISBN-10: 074401086-1
51999
9 780744 010862
7 52073 01086 7